TIME OF LEGENDS

Joan of Arc™

SUMMARY

CORE BOX 3

RELIQUARY 38

SUPER EXCLUSIVES 63

LEGENDARY DRAGON 74

UNLEASH HELL 85

THE BATTLE OF CRAVANT 92

VILLAGE PACK 97

ARS NOVA 106

COMPENDIUM 115

APOCALYPSE 132

LEGENDARY BATTLES 169

SIEGE 185

TEUTONIC KNIGHTS 208

Welcome, valiant knights!

Time of Legends: Joan of Arc has been an incredible adventure. For you it has lasted almost four years, for us it has been much longer. This Scenario Collection Book you hold is the culmination of all of this work, and it is a source of great pride for us to know it is now in your hands.

So, what exactly is this book?

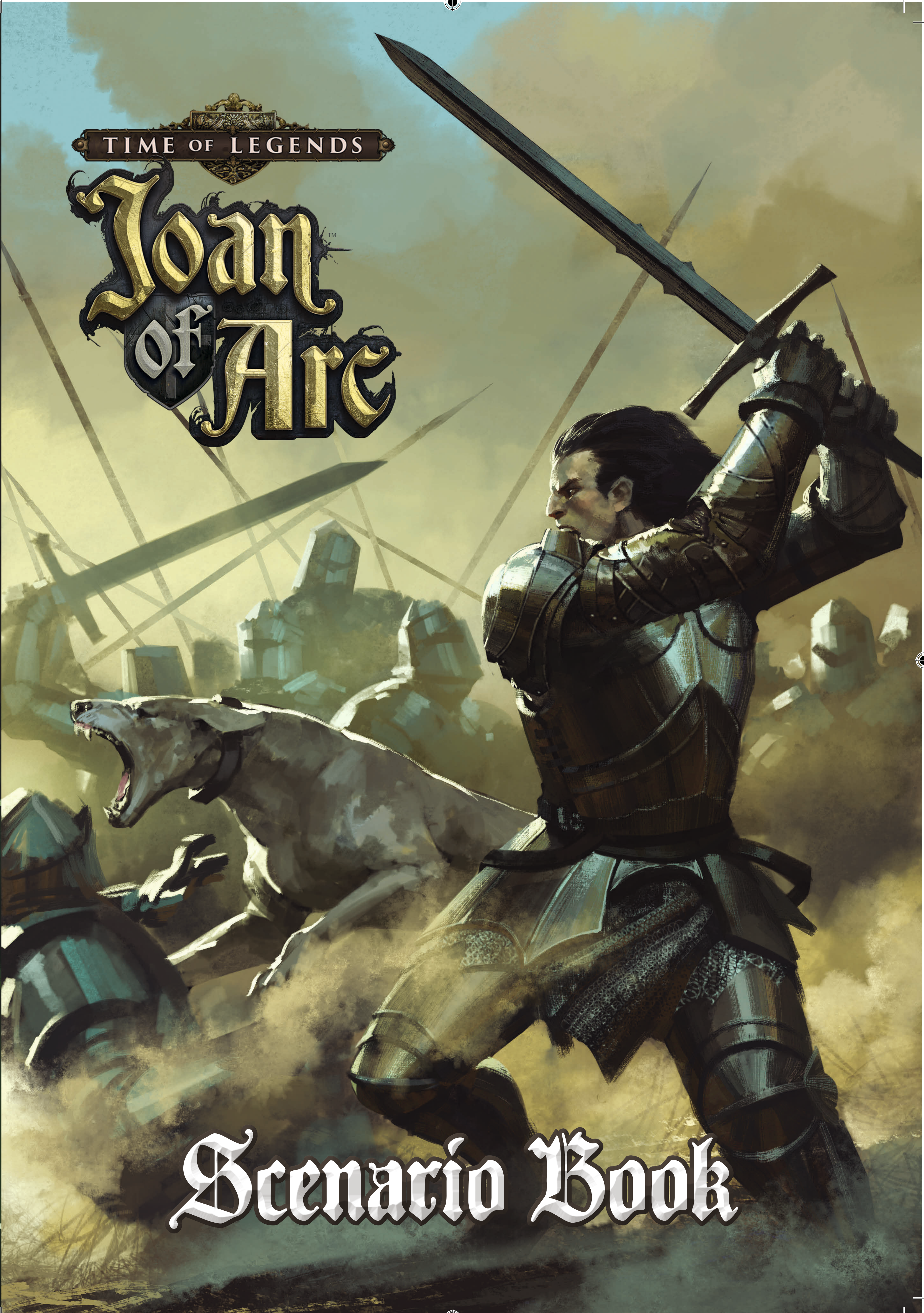
Well, put very simply, it's a compilation of ALL of the official scenarios that we have published for Time of Legends: Joan of Arc. It has the scenarios from the Maiden pledge ~ the core box, Reliquary Box, and Super Exclusives ~ from all of the expansions from the first Kickstarter, and even the scenarios from the brand-new Teutonic Knights expansion; all collected and organised by expansion for ease of use.

And we haven't just collected them together. We've revisited each one and, where necessary, we've corrected typos and errors, rebalanced them, and introduced new rules. Even if you are a veteran of these scenarios, you will find something new from this book.

More than anything else we've created, this collection symbolises Time of Legends: Joan of Arc 1.5. It has 54(!) scenarios for you to discover and rediscover; transporting you to famous battles, great sieges, mysterious monasteries, and all the way to the gates of Hell itself. You will find enough here to keep you playing for a very long time. Well, after all, this is the Hundred Years' War!

TIME OF LEGENDS

Joan of Arc™



Scenario Book

TIME OF LEGENDS

Joan of Arc™

SUMMARY

DU GUESCLIN AT THE SIEGE OF RENNES 6
THE BATTLE OF CRÉCY 8
THE BLACK PRINCE'S RIDE 10
THE BATTLE OF COCHEREL 14
THE TARASQUE'S REVENGE 16
THE HANGED WOLF'S CROSS 20
LA BROSSINIÈRE 24
THE SWORD OF FIERBOIS 26
THE BATTLE OF THE HERRINGS 28
THE GARRISON OF SAINT-LOUP 32
THE BATTLE OF PATAY 34
TROYES BY FAITH 36

DISTINGUISHING VISUALLY IDENTICAL UNITS

Occasionally, one side will have more than one different type of unit that uses the same miniatures. For example, the *Provincial Militia* and the *Pikemen*, or the *Mounted Knights* and the *Gentry Mounted Knights*.

To distinguish the miniatures for these different units, use alternate sculpts from the Reliquary box for infantry units, and coloured base rings for cavalry.

Credits

Game Designer: Pascal Bernard

Game Developers: Patrick Receveur & The Mythic Team

Historical Army Lists Developer: Hervé Caille, Pierre Soriot

Artwork: Bayard Wu, Stefan Kopinski, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demare, Solène Chastang, Juliette Pompanon

Tile Artist: Charles "Carl Art" Salom

Sculptors: Arnaud Boudoiron, Irek Zielinski, Olivier Thill, Grégory Clavilier

Studio Miniatures Painter: Sébastien Lavigne

Tour of Legends Contributors: Andy Cahard, Pierre-Alexandre Vigor, Vincent-Thierry Savidan, Ben & Peps, Romain Delavie, Mike Monnier, Pascal Vanpée, Gaël Taché, Mathieu Giroux, Jérôme Petit, Rodolphe Chambonnaud, Olivier Côte-Petit, Loïck Grimaud, Nicolas Lamberti, Stéphane Gérard, Florian Rambur

Communication Manager: Az Drummond

US Press Manager: Jenny Bendel

Art Directors: Stéphane Gantiez, David Rakoto

Graphic Assistants: Julien Fenoglio, Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Arnaud Marchand, Juliette Pompanon, Erwan Guellec

Rules Editors: Pascal Bernard, Patrick Receveur, Julien Borne, Yves Bernard, Jake Thornton, David Rakoto, Ben Clapperton, Mark Brendan, Anne Vétillard, Erwan Guellec

Playtesters: Nael Evain, Matthieu Mignon, Chloé Cheillan, Inès Jérôme Chouqi, Léa Lescuyer, Louis Guillon, Phillipe Villé, Erwan Guellec, Pierre Soriot and over 2000 people during our Tour of Legends!

Translators: Sylvain Broche, Anne Vétillard, Julien Fenoglio, Jean-Luc Bernard, Erwan Guellec

Localisation Manager : Anne Vétillard

Proofreaders: Norbert Schmitt, Francesco Mariottini, Mathew Somers, Laurent Mussot, Marc Caldéré, Bruno Cailloux, Ben Clapperton, Ella Colles, Thomas Giraud, Erwan Guellec, Heidi Lajos and all of the backers who helped us proofread the rules!

Scenario Writers: Pascal Bernard, Patrick Receveur, Ben & Peps, Inès Jérôme Chouqi, Romain Delavie, Vincent-Thierry Savidan, Phillipe Villé, Erwan Guellec

Flavour Texts: Patrick Receveur, Erwan Guellec

Miniature Preproduction: Laurent Levi, Aurélien Diot

Production Manager: Erwann Le Torrivellec

Sculptors and Artists Supervisor: Stéphane Gantiez

Publishers: Benoit Vogt & Léonidas Vesperini

A huge thank you to our 11,195 backers who made this project a reality!

The adventure begins!

If you've read the Rule Book, then you're ready to play your first scenario for Time of Legends: Joan of Arc. For this first dive into the Hundred Years' War, we recommend you start with the discovery scenario entitled "Du Guesclin at the Siege of Rennes". This is an introductory scenario for two players, which is easy to set up and partly scripted, allowing you to gradually familiarise yourself with the mechanics of the game. You can play it several times, reversing the roles, and building your confidence with support from the Rulebook.

Once ready, you can delve into the other scenarios in this booklet, in any order you like. Some scenarios are based on adventure and investigation, and can be played with only a few miniatures. They feature civilians that can be questioned, buildings that can be visited, and mythical creatures to interact with. Other scenarios are battles that reproduce famous historical moments from the Hundred Years' War. These scenarios use many more miniatures and the fantasy aspect is almost non-existent as we keep true to the armies of the period.

In this booklet you will find twelve scenarios. They all use the components and miniatures found in the Core Box and the Reliquary Box. The majority of the scenarios (eight) are for 2 players, however there are also two scenarios for 2 or 3 players, one scenario for 3 players and one scenario for 2 or 4 players. Each scenario offers unique ways of playing, as you can see for yourself, but the core rules always remain the same. You can play each one multiple times as every play-through offers a different experience.

As well as those found in this booklet, you can find free scenarios on our website www.mythicgames.net. Each expansion for Time of Legends: Joan of Arc also offers its own new unique scenarios tailored for that expansion. Importantly however, scenarios are not the only way to play Time of Legends: Joan of Arc.

We have also created another game mode, called "Battle Mode" which gives you a way to play out battles with armies of your own design. The Battle Mode, as well as the Army Lists to build your own armies, are offered as a free download on our website www.mythicgames.net. The Rules and Army Lists updates will occur regularly, according to players' feedback.

The Hundred Years' War has begun. What are you waiting for? Lead your men into battle!

Number of players
2
☆

Difficulty

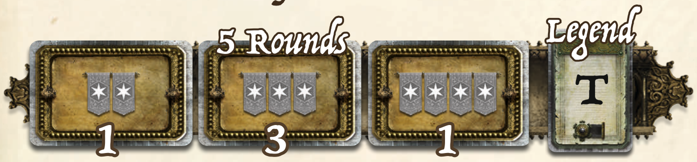
☆	Easy
☆☆	Medium
☆☆☆	Hard

Du Guesclin at the Siege of Rennes

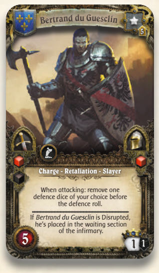
Introduction Scenario

- Winter 1357 -

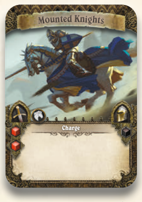
In October 1356, the English forces advance in Brittany while besieging the city of Rennes. Unable to take the city by force, Henry of Grosmont, the Earl of Lancaster, blocks off all its supply lines to starve its inhabitants. Inside resistance inside will hold for a while, but time is running out. Thankfully, Bertrand du Guesclin is coming to try and save Rennes in the middle of the winter!


5 Rounds
1
3
1
Legend
T

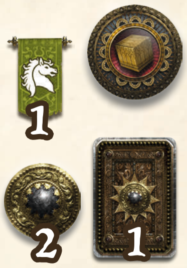
French player

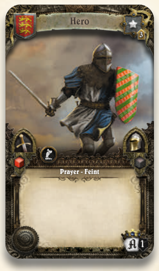

Bertrand du Guesclin
5
Charge - Retaliation - Slayer
When attacking: remove one defence dice of your choice before the defence roll.
If Bertrand du Guesclin is Disrupted, he's placed in the waiting section of the infirmary.
5
1 1

Bertrand du Guesclin

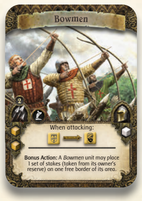

Mounted Knights
Charge

4 Mounted Knights

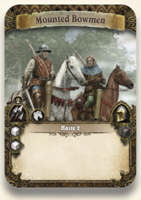



Hero
Prayer - Feint

Henry of Grosmont (Hero)

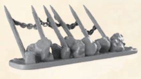


4 Bowmen

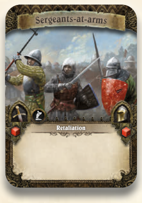

Mounted Bowmen

2 Mounted Bowmen

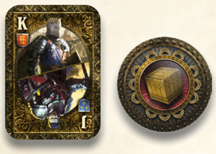
English player



2 Stakes

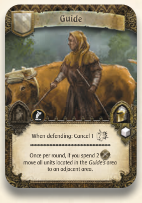

Sergeants-at-arms
Retaliation

2 Sergeants -at-arms

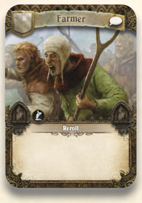


Rennes Starving Civilians

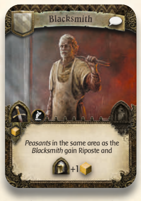
Civilians



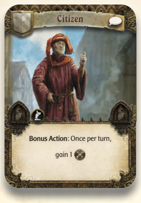
Guide



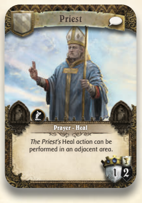
Farmer


Blacksmith

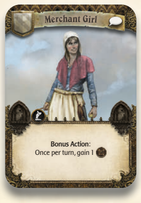
Blacksmith



Citizen



Priest


Merchant Girl

Merchant Girl

Victory Conditions

The French side wins if *Bertrand du Guesclin* reaches a village area before all the Starving Civilians are destroyed.

The English side wins once either of these two conditions are met:

- *Bertrand du Guesclin* is destroyed.
- All Rennes Civilians are destroyed by starvation.

Any other outcome by the end of the 5th round results in **a draw.**

Rewards

Each player earns:

- 1 ● for each enemy infantry unit destroyed.
- 2 ● for each enemy cavalry unit destroyed.
- 4 ● for each enemy Character destroyed.

Special Rules

BATTLE INITIATION

This scenario is scripted: The War Council cards are fixed for the first four rounds.
You should keep the Rule Book with you at all times.

CITIZENS OUTSIDE RENNES

Civilians do not belong to any side. Only Civilians located outside the city of Rennes (*Citizen* or *Guide*) can be recruited.

STARVATION

Starting at the end of the 2nd round, and at the end of every round thereafter, all Starving Civilians will suffer from starvation (not the *Citizen* or the *Guide*). To know what becomes of them, the French player rolls the Doom dice at the beginning of the Camp phase, once for each Civilian:

If the result is either ☠ or ☻ the Civilian is destroyed.
Once 2 Civilians are destroyed by this effect in the same round, stop rolling the Doom Dice for this round.

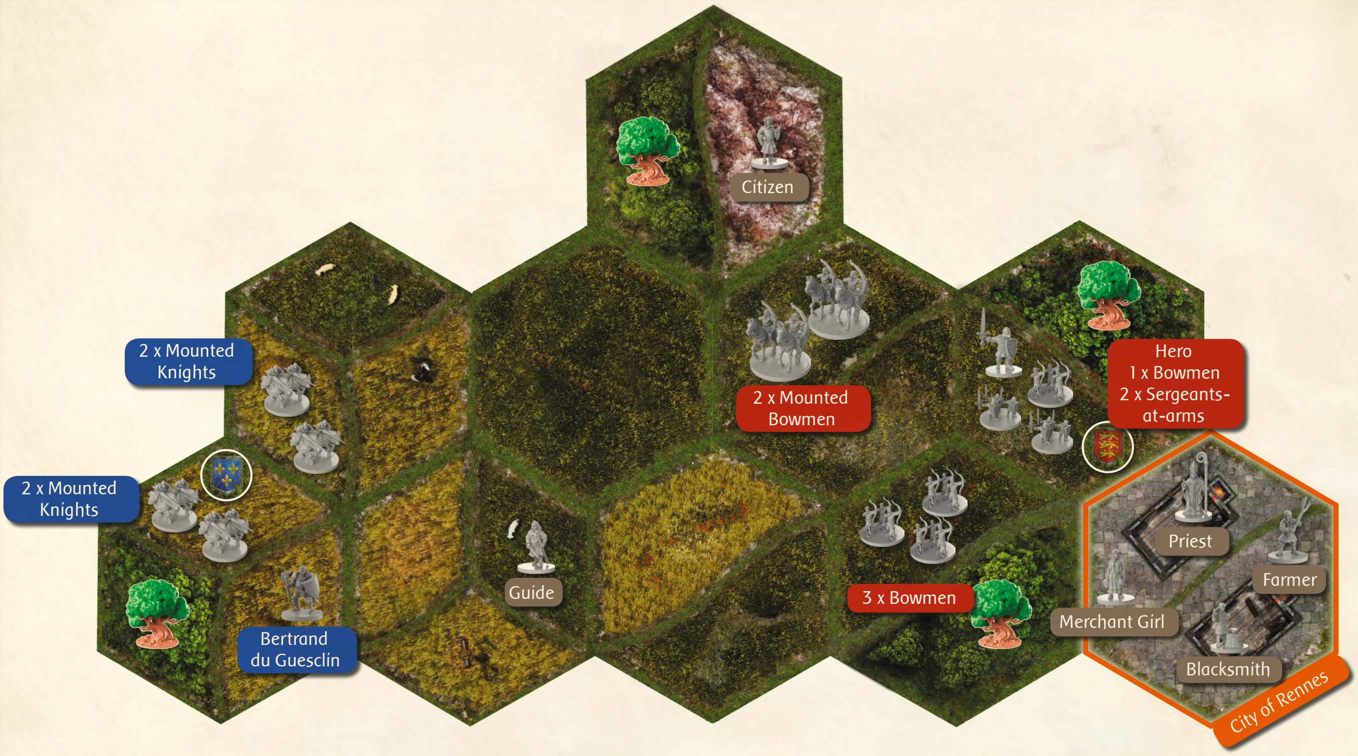
FOOD CACHE

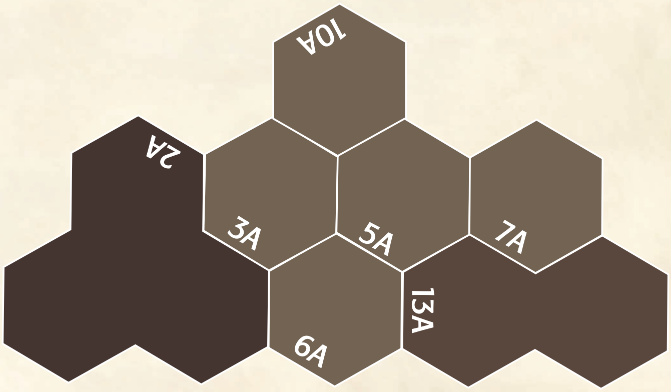
Once per round, the French player can prevent a Civilian's destruction from starvation and cancel a ☻ result on the Doom dice by spending 1 ●.

ENGLISH STAKES

Bowmen have 2 stakes in their reserve, which they can deploy during their activation as a bonus action.

Scenario tiles: 2, 3, 5, 6, 7, 10, 13


Citizen
2 x Mounted Knights
2 x Mounted Knights
Bertrand du Guesclin
Guide
2 x Mounted Bowmen
Hero
1 x Bowmen
2 x Sergeants-at-arms
3 x Bowmen
Priest
Farmer
Merchant Girl
Blacksmith
City of Rennes


10A
2A
3A
5A
7A
6A
13A

CIVILIAN CARDS

When a player activates an area containing a recruited Civilian (the *Guide* or the *Citizen*), its skill or power can be used. You cannot attack a Civilian unless it has been recruited. You cannot discuss with Civilians during this scenario.

ROUNDS AND WAR COUNCIL

For this game's first 4 rounds, draw only 2 War Council cards instead of 3.
The War Council cards drawn each round are as follows:

Round 1
- Gain 3 ⊗.
- Gain 2 Legend cards and 1 ●, then discard 1 Legend card.

Round 2
- Gain 1 Command Order.
- Change 1 Command Order into 1 Charge Order.

Round 3
- Gain 2 ⊗ or 2 ●.
- Change 1 Command Order into 1 Reactivation/Interrupt Order OR change any number of ⊗ into ● (or vice versa).

Round 4
- Gain 1 Interrupt Order.
- Gain 1 Reactivation Order.

Round 5

Shuffle the remaining War Council cards and draw 3 cards. Keep in mind that all 3 cards must be different.

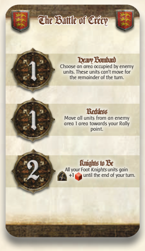
The Battle of Crécy

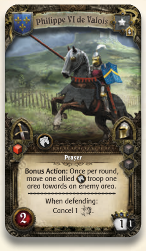
- August 26th, 1346 -

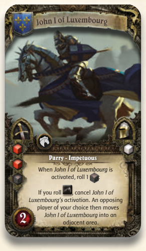
Edward III of England is pushed back all the way to Crécy by a gigantic French army. His troops hold their ground and set down some stakes. Philip VI of France sends in the Genoese mercenary crossbowmen as his first line of fire, but they are rendered completely useless by the absence of their pavises and the rainstorm falling on the battlefield.

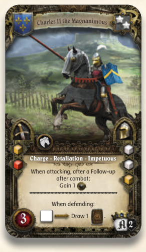
Growing impatient, the French knights end up charging through their own men, but are repelled dozens of times by arrows and stakes. After all their unsuccessful attempts at an attack, the French King's brother Charles d'Alençon leads an attack that manages to pierce the first English line of defence. The English knights prepare to withstand the onslaught...

French player


Intrigue


Philippe VI de Valois


John I of Luxembourg


Charles II the Magnanimous (Level 2)

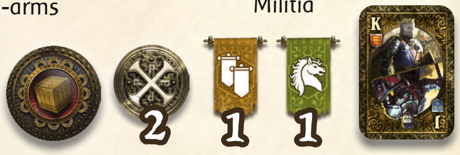
6 Mounted Knights

2 Sergeants-at-arms

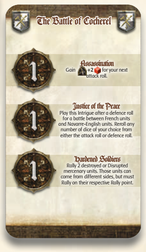
4 Voulgiers

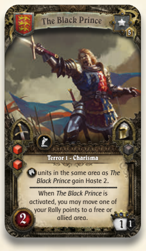
5 Peasant Militia

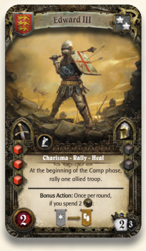
3 Pikemen

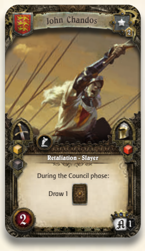


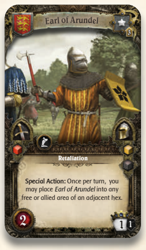
English player


Intrigue


The Black Prince


Edward III (Level 2)


John Chandos

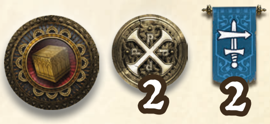

Earl of Arundel

10 Bowmen

3 Foot Knights

2 Sergeants-at-arms

2 Pikemen



Civilians

Priest

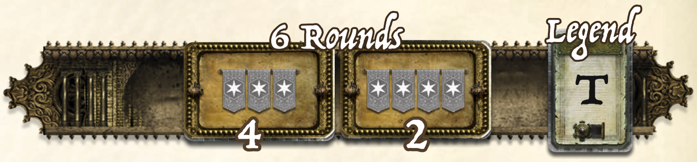
Discussion 1

Blacksmith

Discussion 2

Citizen

Discussion 1



Victory Conditions

The French side wins immediately once either of these 2 conditions is met:

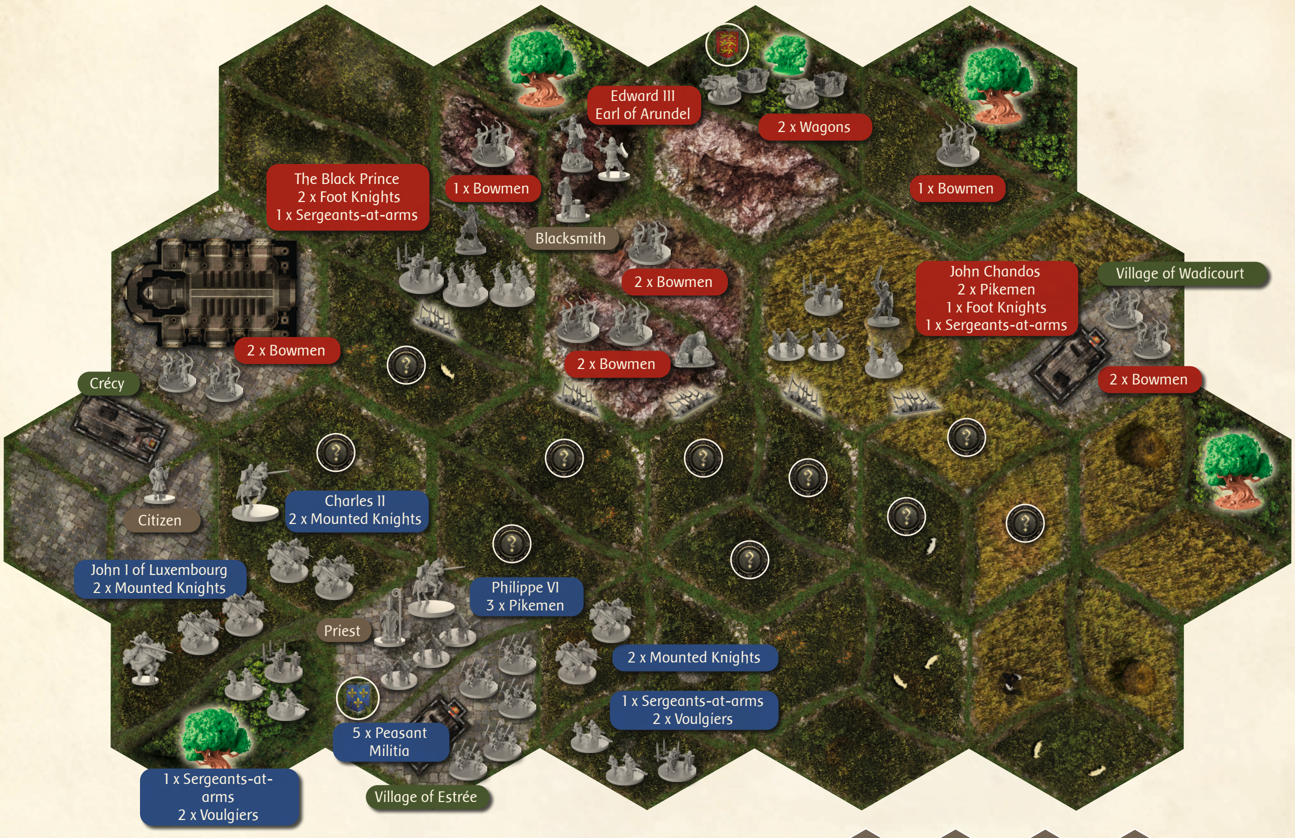
- *The Black Prince* and *Edward III* are destroyed or disrupted.
- Both English *Wagons* are destroyed.

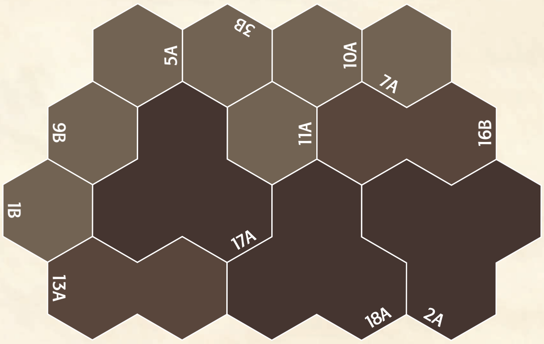
The English side wins immediately once either of these 2 conditions is met:

- *Philippe VI de Valois* and one other French Character is destroyed or disrupted.
- 12 French / Genoese units are destroyed or disrupted.

Any other outcome by the end of the 6th round results in a win for the English side.

Scenario tiles: 1, 2, 3, 5, 7, 9, 10, 11, 13, 16, 17, 18


Edward III
Earl of Arundel
2 x Wagons
The Black Prince
2 x Foot Knights
1 x Sergeants-at-arms
1 x Bowmen
1 x Bowmen
Blacksmith
2 x Bowmen
John Chandos
2 x Pikemen
1 x Foot Knights
1 x Sergeants-at-arms
Village of Wadicourt
2 x Bowmen
2 x Bowmen
2 x Bowmen
Crécy
Charles II
2 x Mounted Knights
Citizen
John I of Luxembourg
2 x Mounted Knights
Philippe VI
3 x Pikemen
Priest
2 x Mounted Knights
1 x Sergeants-at-arms
2 x Voulgiers
5 x Peasant
Militia
1 x Sergeants-at-arms
2 x Voulgiers
Village of Estrée


5A
3B
10A
7A
9B
11A
16B
1B
17A
13A
18A
2A

Rewards

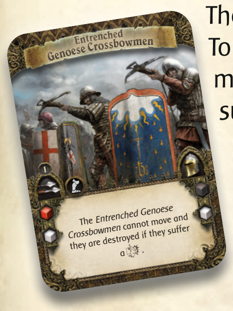
Each player gains:

- 1 ⊗ for each enemy infantry unit destroyed.
- 2 ⊗ for each enemy cavalry unit destroyed.
- 3 ⊗ for each *Wagon* or Character destroyed.

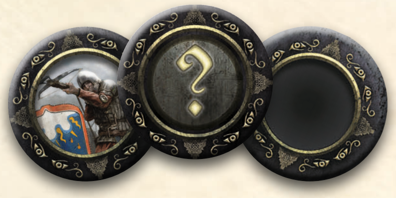
Special Rules

WANDERING GENOESE CROSSBOWMEN

The *Entrenched Genoese Crossbowmen* have been disturbed by the French assault before the battle erupted:


Entrenched Genoese Crossbowmen
The Entrenched Genoese Crossbowmen cannot move and they are destroyed if they suffer

They are neutral, no player can activate them. To move into the areas they are occupying, they must first be destroyed. Any ◆, ◆ or ◆ suffered by one of these units destroys it.



During the setup, randomly place 10 ? (-6 blank and 4 ◉) in the areas shown on the setup diagram.

Flip them face up: place a unit of *Entrenched Genoese Crossbowmen* in the place of each Crossbowmen token. Remove all revealed tokens from the board.

EDWARD III: LET THE BOY WIN HIS SPURS

The Black Prince can't be in an area with more than 3 other units. He also can't advance to Level 2 in this scenario.

TENACIOUS

At any time during their turn, the French player can spend 2 ⊗ to remove a Wound from one of their Characters.

NO HOOVES ON THE PAVEMENT!

Cavalry units can't move into village areas (grey pavement) in this scenario, though they can be placed or deployed inside these areas.

WAGONS

Wagons cannot move in this scenario.
They are destroyed if they suffer a ◆, ◆ or ◆ result.

ENGLISH STAKES

Stakes are placed at the beginning of the game, as shown in the Setup diagram.

Bowmen can't put down any more stakes during this scenario.

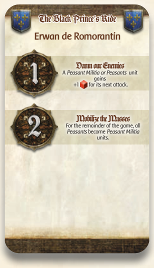
2 or 4

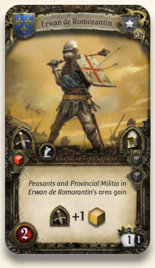
The Black Prince's Ride

- August 1356 -

Ten years after the Battle of Crécy, the Black Prince prepares a pillaging campaign across southern France. While the Vikings sail upstream on their longships, the Prince intends to attack on horseback. The Black Prince's main goal with this ride is to weaken King Jean II The Good's hold on his vassals. Of course, grabbing French riches along the way is beneficial too… For months, the English forces burn down farms, cities, castles, churches… The lucky ones only have to pay a ransom in exchange for their lives. Thankfully, a resistance force is being set up: A bishop excommunicates the Black Prince, castles hold their ground against the plunderers and, more importantly, the King of France is approaching with an army! Near the town of Romorantin, the French vanguard ambushes an English convoy.

Erwan de Romorantin's army


The Black Prince's Ride
Erwan de Romorantin
Damn our Enemies
Mobilize the Masses
Intrigue


Erwan de Romorantin
Erwan de Romorantin

Priest (Bishop)

Foot Knights
1 Foot Knights

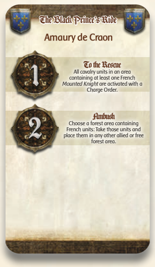
Bowmen - Short Bow
1 Bowmen - Short Bow

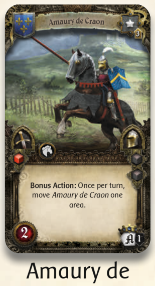
3 Voulgiers

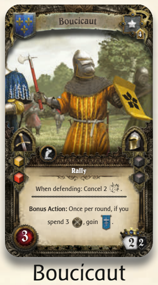
6 Peasants

4 Citizen tokens (+4 Citizen tokens, see «They are Hiding» Special Rule)

Amaury de Craon's army


The Black Prince's Ride
Amaury de Craon
To the Rescue
Ambush
Intrigue


Amaury de Craon
Amaury de Craon



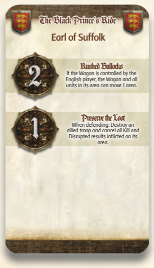
Boucicaut

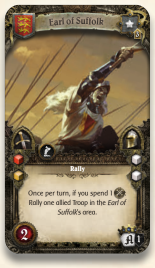
Mounted Knights
3 Mounted Knights

Sergeants-at-arms
1 Sergeants-at-arms

Crossbowmen
3 Crossbowmen

Earl of Suffolk's army


The Black Prince's Ride
Earl of Suffolk
Pushed Ballocks
Preserve the Loot
Intrigue

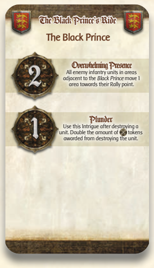

Earl of Suffolk
Earl of Suffolk

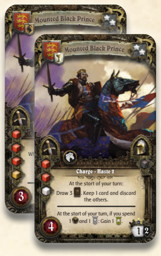
3 Bowmen

3 Pikemen

Almogavars
3 Almogavars

Black Prince's army


The Black Prince's Ride
The Black Prince
Overwhelming Presence
Plunder
Intrigue


Mounted Black Prince
Mounted Black Prince (Level 2, chosen by its owner)

4 Bowmen

Mounted Knights
3 Mounted Knights

Sergeants-at-arms
1 Sergeants-at-arms

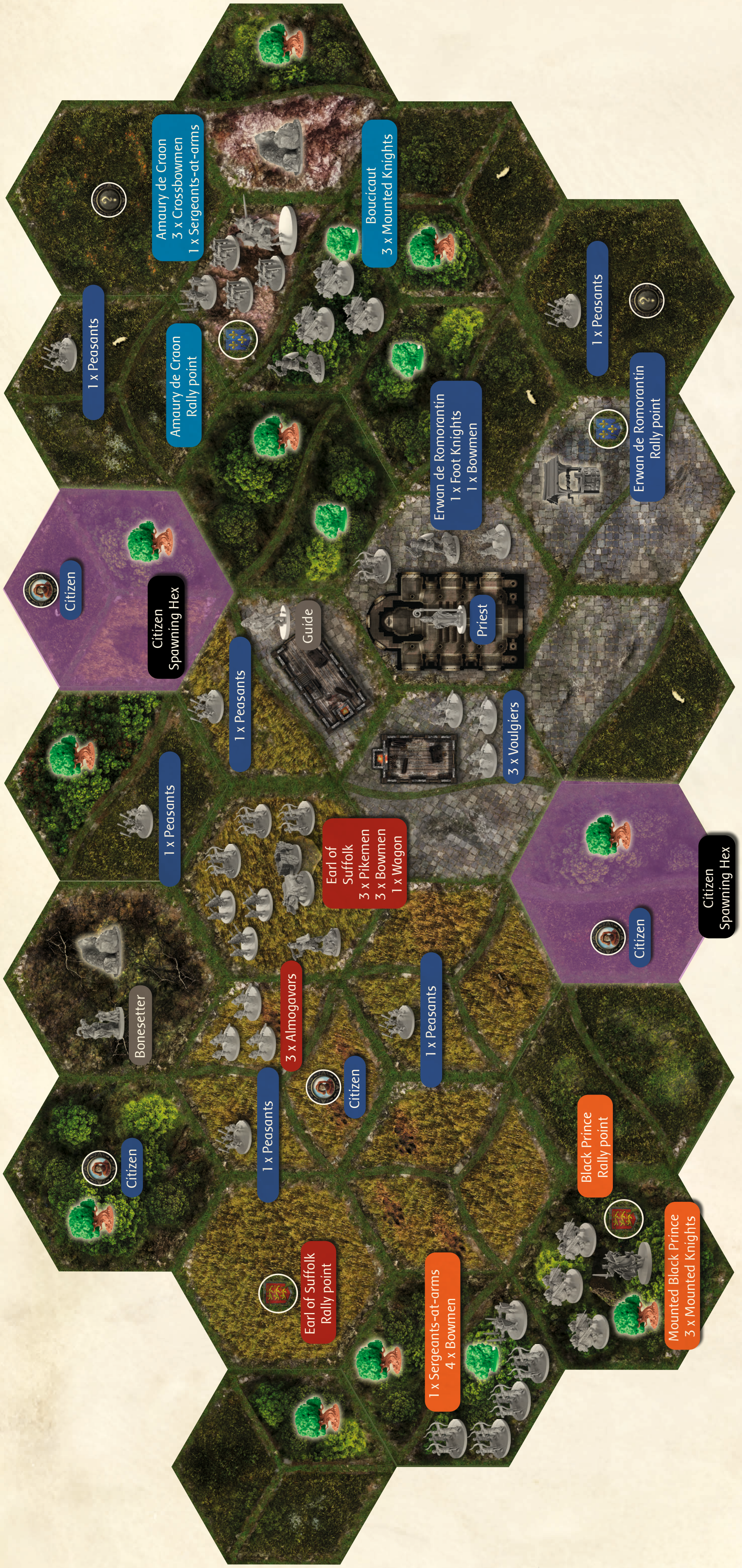
2

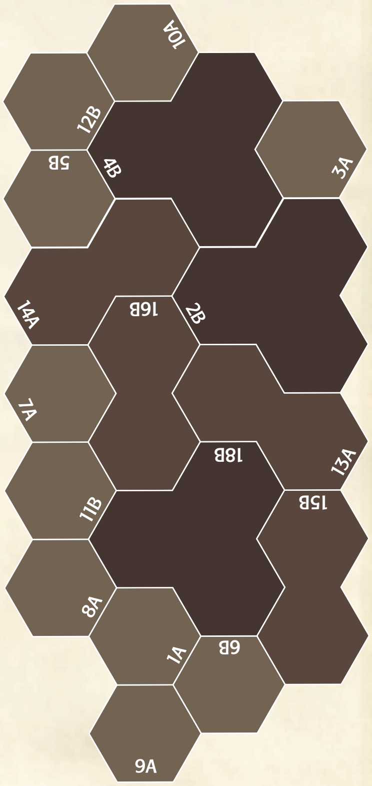
Civilians

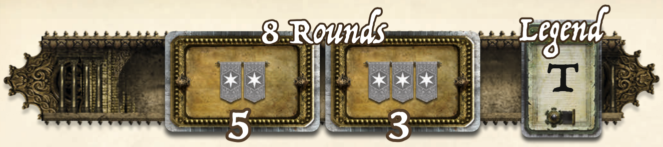
Guide

Bonesetter
Bonesetter

Scenario tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18


Amaury de Craon
3 x Crossbowmen
1 x Sergeants-at-arms
Boucicaut
3 x Mounted Knights
1 x Peasants
Amaury de Craon
Rally point
1 x Peasants
Erwan de Romorantin
1 x Foot Knights
1 x Bowmen
Erwan de Romorantin
Rally point
Citizen
Citizen
Spawning Hex
Guide
Priest
1 x Peasants
3 x Voulgiers
1 x Peasants
Earl of
Suffolk
3 x Pikemen
3 x Bowmen
1 x Wagon
Citizen
Citizen
Spawning Hex
Bonesetter
3 x Almogavars
1 x Peasants
Citizen
1 x Peasants
Citizen
Black Prince
Rally point
Earl of Suffolk
Rally point
1 x Sergeants-at-arms
4 x Bowmen
Mounted Black Prince
3 x Mounted Knights


10A
12B
3A
5B
4B
14A
16B
2B
7A
18B
13A
11B
15B
8A
1A
6B
9A



Victory Conditions

French side
Erwan de Romorantin's army wins the game if it brings 4 *Citizen* units into the church.

Amaury de Craon's army wins if either of these two conditions are met:

- The enemy *Wagon* is captured (see Wagon Special Rule).
- 8 English units are destroyed or disrupted.

English side
The Earl of Suffolk's army wins the game if it brings the *Wagon* to its destination (see Which one? Special Rule).

The Black Prince's army wins the game if it destroys, by itself, a total of 6 French units and/or *Citizen* units.

If 2 players of the same side win during the same round, they both win. Any other outcome by the end of the 8th round results in a **draw.**

Rewards

Each player gains :

- 1 ⊗ for each enemy infantry unit destroyed.
- 2 ⊗ for each enemy cavalry unit destroyed.
- 3 ⊗ for each Character destroyed.

Special Rules

Players may use ⊗ tokens instead of ● tokens to activate Intrigue cards in this scenario.

4 Armies, 2 Sides

When played with 4 players, this scenario works as follows:

Turn order: *Erwan de Romorantin's army, Earl of Suffolk's army, Amaury de Craon's army, The Black Prince's army.*

Erwan de Romorantin's army and Amaury de Craon's army make up the French side.
The Black Prince's army and the Earl of Suffolk's army make up the English side.

Units can't be in the same area as units belonging to another army, even their allies. Units can't attack units from an allied army.

2 Players

If there are only 2 players, each player controls the 2 armies of a side. They must still play by the rules mentioned above. To win the game, a player must win with at least one of their armies.

Church

Only *Priest*, *Citizen* and *Peasants* units can enter the church. These units can't be attacked while in the church.

Wagon

The *Wagon* cannot be allocated any dice results in this scenario. It can move up to 1 area per round by following an allied unit moving from the same area (unless players use the Rushed Bullocks Intrigue). A Wagon is captured when French units are located in its hex at the end of a round.

They are hiding!

Citizens hear the alarm bell and try to find the right moment to run to the church. At the beginning of the 3rd and 6th rounds, a Citizen appears in each Citizen Spawning Hex (see setup diagram). If a Citizen cannot be deployed into any area of his designated hex, he isn't deployed this round.

Alarm Bell

At the cost of an action and if he is in the church, the *Priest* can ring the alarm bell: Doing so, he moves all *Citizen* and *Peasants* units 1 area towards the church.

Which one?

At the beginning of the game, the Earl of Suffolk's army chooses a hex (either 3A or 12B) as the *Wagon*'s destination. They place any face down token on each of the hexes, with one representing the Exit.
If the *Wagon* reaches its destination, the Earl of Suffolk's army wins the game.

Civilians

You can't perform a discussion with the *Citizen* units, nor use their power during this scenario.
The Citizen tokens are counted as units during this scenario. Once these units reach the church, they can't be attacked anymore. The *Priest* can still pray and ring the alarm bell while in the church.
Bringing a *Citizen* unit into the church for the first time during a game grants 1 Intrigue token to Erwan de Romorantin's army.

You can, however, perform a Discussion with the *Bonesetter*, and use her powers following the usual rules.

The Guide

A French Character can interrogate the *Guide* at the cost of an action. If the player decides to do so, roll a black dice.
Rolling a ⛨ forces the English player to flip face up both Exit tokens on the board, revealing the chosen exit. Both French armies also gain 1 ●. Any other result means the action failed.

LEGEND CARDS

Players from the same side can swap Legend cards between them whenever they want.

THE BLACK PRINCE

At the start of the game, the English player may use *The Black Prince* at level 2 with an allegiance of their choosing. During the Council Phase, the English player can switch *The Black Prince* for his mounted or on-foot counterpart with the same level, allegiance and remaining Wounds.

Once the Black Prince's army has destroyed at least 3 enemy units, they gain 1 ●.

2-3

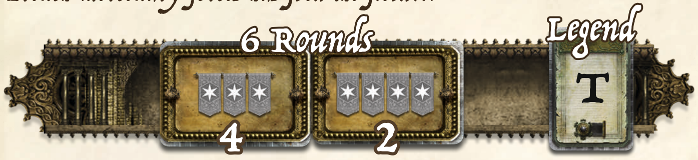
The Battle of Cocherel

- May 16th, 1364 -

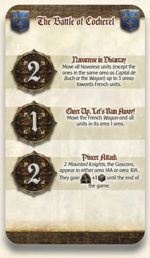
Charles V began his reign by declaring war on the English ally, Charles de Navarre. Their two armies were both filled with unreliable mercenaries for this battle, and for once, the French forces were outnumbered by their enemies. Despite this, the English tactics did not change, and they were atop a hill surrounded with defensive stakes. Will the French army repeat their mistakes and charge headfirst into the waiting bowmen?

Led by the famous Bertrand Du Guesclin, the French army feigned a retreat in front of the English forces. An English battalion disobeyed their officers to give chase to the seemingly routed French.

The French immediately turned back to deliver a pincer attack on their enemy's general, Captal de Buch, along with a cavalry squadron that had flanked the hill. The situation doesn't look good for Navarre's army, but numbers remain on their side. Furthermore, the officer in charge of the French mercenary forces has fled the field...


6 Rounds
Legend
4
2
T

French player



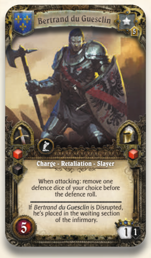
The Battle of Cocherel

2 Navarrese in Disarray
Move all Navarese units (except the ones in the same area as *Captal de Buch* or the *Wagon*) up to 3 areas towards French units.

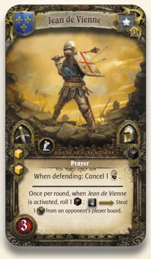
1 Cheer Up, Let's Run Away!
Move the French *Wagon* and all units in its area 1 area.

2 Pincer Attack
2 *Mounted Knights*, the Gascons, appear in either area 14A or area 10A. They gain +1 until the end of the game.

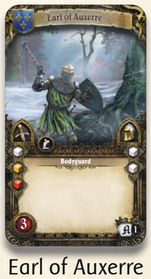
Intrigue


Bertrand du Guesclin

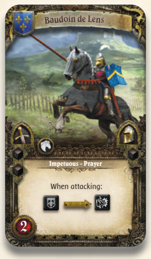
Bertrand du Guesclin


Jean de Vienne

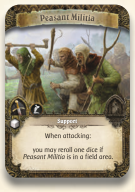
Jean de Vienne


Earl of Auxerre

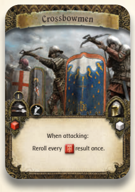
Earl of Auxerre


Baudoin de Lens

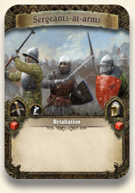
Baudoin de Lens


Peasant Militia

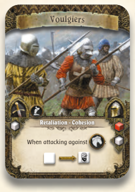
4 Peasant Militia


Crossbowmen

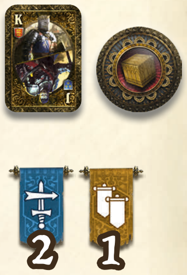
1 Crossbowmen


Sergeants-at-arms

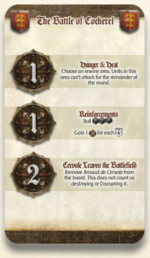
1 Sergeants-at-arms



3 Voulgiers



English-Navarre player



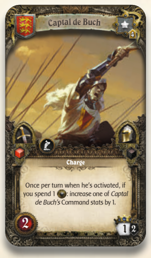
The Battle of Cocherel

1 Hunger & Heat
Choose an enemy area. Units in this area can't attack for the remainder of the round.

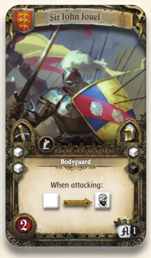
1 Reinforcements
Roll :
Gain 1 for each .

2 Cervole Leaves the Battlefield
Remove *Arnaud de Cervole* from the board. This does not count as destroying or Disrupting it.

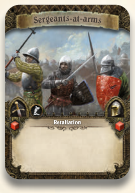
Intrigue


Captal de Buch

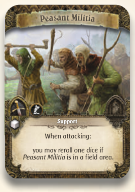
Captal de Buch


Sir John Jouel

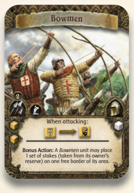
Sir John Jouel


Sergeants-at-arms

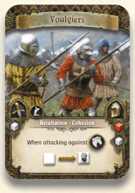
1 Sergeants-at-arms


Peasant Militia

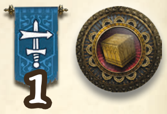
4 Peasant Militia



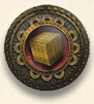
4 Bowmen



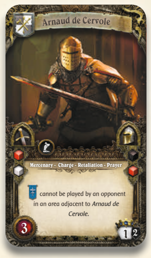
1 Voulgiers



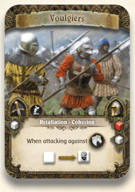
Mercenary player



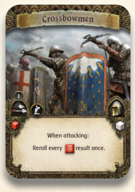
With the French army


Arnaud de Cervole

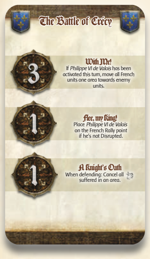
Arnaud de Cervole



2 Voulgiers


Crossbowmen

4 Crossbowmen



The Battle of Crécy

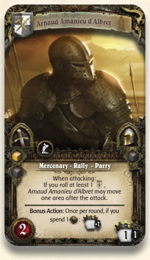
3 With Me!
If *Philippe VI de Valois* has been activated this turn, move all French units one area towards enemy units.

1 Flee, my King!
Place *Philippe VI de Valois* on the French Rally point if he's not Disrupted.

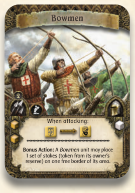
1 A Knight's Oath
When defending: Cancel all suffered in an area.

Intrigue

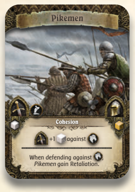
With the English-Navarre army


Arnaud Amanieu d'Albret

Arnaud Amanieu d'Albret

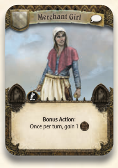


2 Bowmen

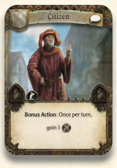


3 Pikemen

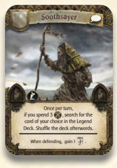
Civilians


Merchant Girl

Merchant Girl



Citizen


Soothsayer

Soothsayer

Victory Conditions

The French player wins at the end of a round if both of these two conditions are met:

- 2 English-Navarre Characters are destroyed or Disrupted.
- The Thorn forest's hill (hex 4B) is an allied area.

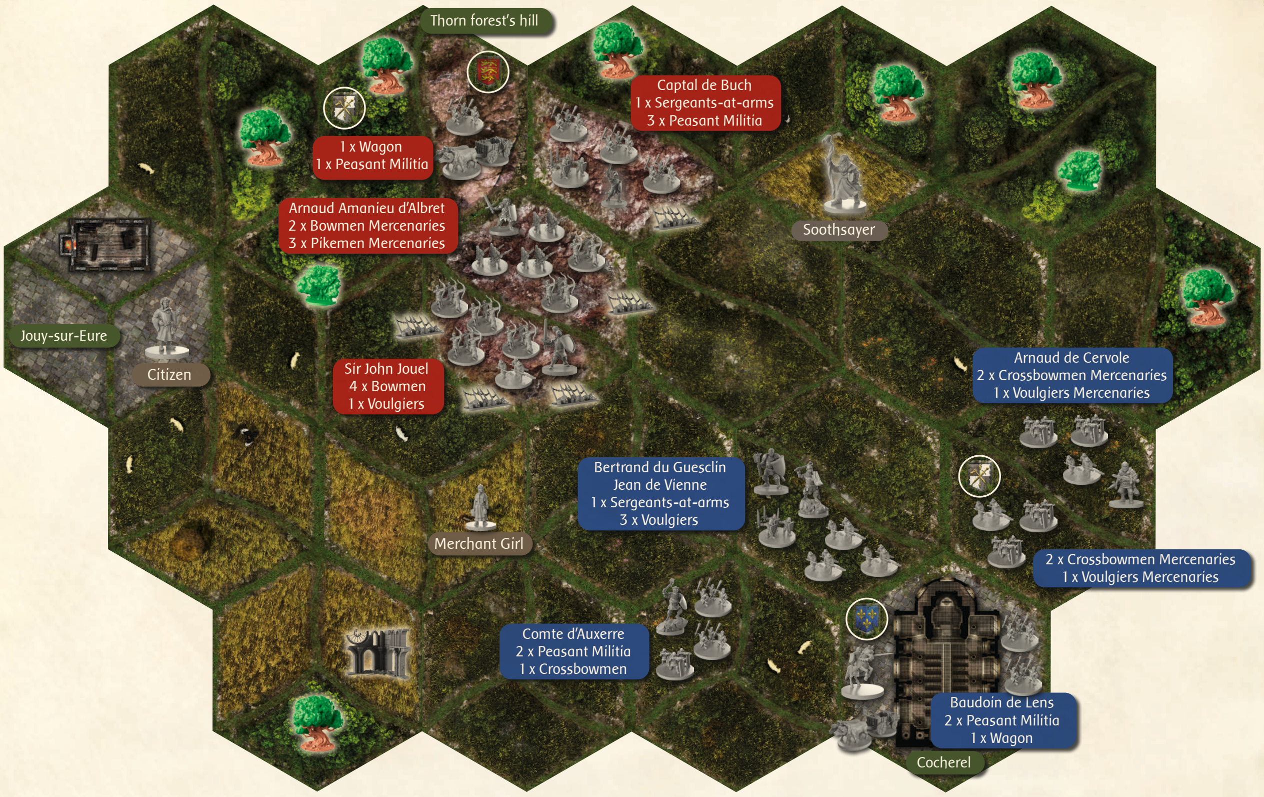
The English-Navarre player wins at the end of a round if both of these two conditions are met:

- *Bertrand du Guesclin* and the enemy *Wagon* are Disrupted or destroyed.
- Destroy or Disrupt 8 French or French mercenary units.

The Mercenary player wins at the end of a round if:

- It destroys a *Wagon* and Disrupts or destroys a non-mercenary enemy Character by itself.

Scenario tiles: 1, 2, 4, 5, 7, 9, 10, 11, 14, 17, 18


Thorn forest's hill
Captal de Buch
1 x Sergeants-at-arms
3 x Peasant Militia
1 x Wagon
1 x Peasant Militia
Arnaud Amanieu d'Albret
2 x Bowmen Mercenaries
3 x Pikemen Mercenaries
Soothsayer
Jouy-sur-Eure
Citizen
Sir John Jouel
4 x Bowmen
1 x Voulgiers
Arnaud de Cervole
2 x Crossbowmen Mercenaries
1 x Voulgiers Mercenaries
Bertrand du Guesclin
Jean de Vienne
1 x Sergeants-at-arms
3 x Voulgiers
Merchant Girl
2 x Crossbowmen Mercenaries
1 x Voulgiers Mercenaries
Comte d'Auxerre
2 x Peasant Militia
1 x Crossbowmen
Baudoin de Lens
2 x Peasant Militia
1 x Wagon
Cocherel

If 2 players win during the same round, the game ends in a draw. If the Mercenary player is part of that draw, they win instead.

Rewards

Each player gains :

- 1 ⊗ per enemy infantry unit destroyed.
- 2 ⊗ per enemy cavalry unit destroyed.

Special Rules

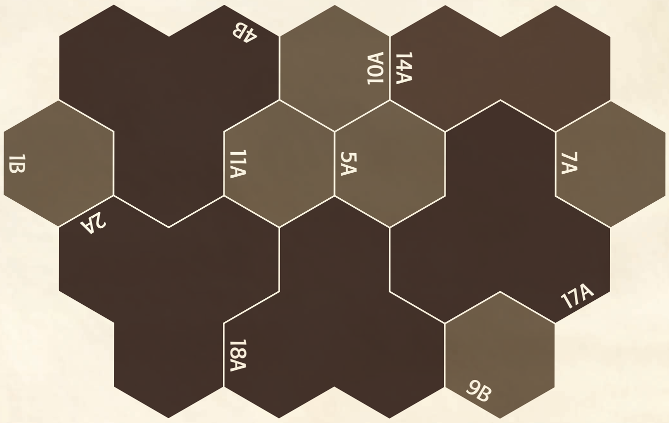
3 PLAYERS, 2 SIDES

While there are 3 armies, only 2 sides are fighting in this scenario: the French side and the English-Navarre side. Units belonging to different armies cannot be located in the same area, even if they fight for the same side.

Turn order: French player, Mercenary player (Arnaud de Cervole's group) , English-Navarre player, Mercenary player (Arnaud Amanieu d'Albret's group).

MERCENARY

Some Mercenary units fight for the French side while the others work for the English-Navarre side. The Mercenary player only has one Player board to play both sides, and must follow these restrictions:
- At least one Order must be played for each Mercenary side during a Round.
- French side Mercenary units can only attack English-Navarre units and English-Navarre Mercenary units.
- English-Navarre side Mercenary units can only attack French units and French Mercenary units.
- Each Mercenary side has its own Rally point: English-Navarre Mercenary units rally in hex 4B or in Arnaud Amanieu d'Albret's area, while French Mercenary units rally in hex 17A.


4B
10A
14A
1B
11A
5A
7A
2A
17A
18A
9B

2 PLAYERS

If there are only 2 players, all Mercenary units belong to their respective side, French or English-Navarre. Ignore all rules related to Mercenaries and discard their Intrigue card.

INFANTRY BATTLE

Only the *Gascons Mounted knights* (see Intrigue cards) can be activated using Charge Orders. You can still use Charge Orders to activate units without any additional effects.

WAGONS

The Navarre *Wagon* cannot move in this scenario. The French *Wagon* can move up to 1 area per round by following an allied unit moving from the same area.

A *Wagon* is destroyed if it suffers a ⚔, ☻ or ✺ result from a melee attack.

NAVARRE STAKES

Stakes are placed at the beginning of the game, as shown in the Setup diagram.
Bowmen can't put down any more stakes during this scenario.

3

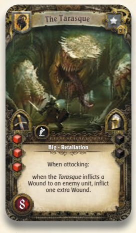
The Tarasque's Revenge

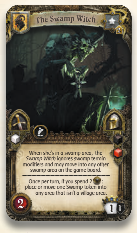
- 29th July, 1382 -

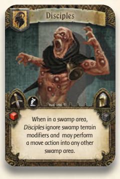
In the first century AD. Saint Martha arrived in Saintes-Maries-de-la-Mer, near Beaucaire. Here, the villagers asked her to save them from the monster that had been terrorising them for years, capturing men, women and children in the swamps, near the Rhone river: the Tarasque. Saint Martha tamed the creature with her belt as a leash, thus freeing the village of its scourge. The monster became the symbol of the town, which was then known as Tarascon.
29th July, 1382, Saint Martha's Day: Tarascon holds its first "Day of the Tarasque" under Avignon's pope, Clement VII. Archbishop Pierre de Cros is attending the celebration, when the Tarasque suddenly emerges back from the swamps of Tarascon, thirsty for vengeance...

Tarasque player

1

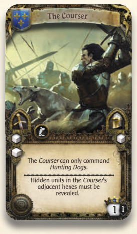

The Tarasque


The Swamp Witch

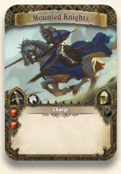

4 Disciples

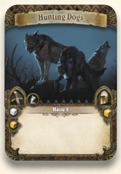
Governor Player

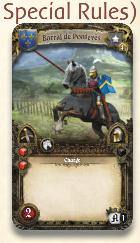
1

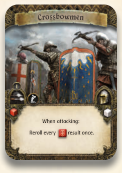

The Courser

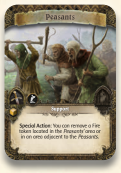
Not deployed (See Special Rules):

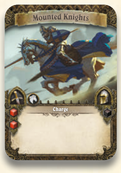

2 Mounted Knights


2 Hunting Dogs

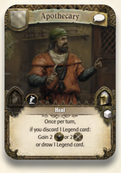

Barral de Pontevès

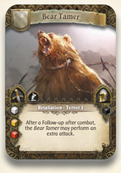

2 Crossbowmen

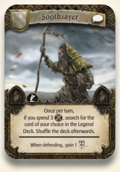

4 Peasants

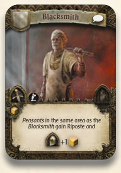

1 Mounted Knights

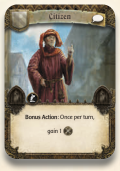
Civilians


Apothecary

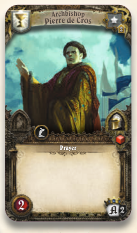

Bear Tamer

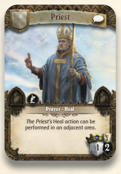

Soothsayer

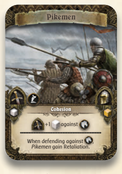

Blacksmith


Citizen

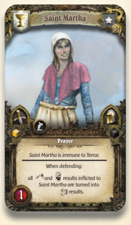
Archbishop player

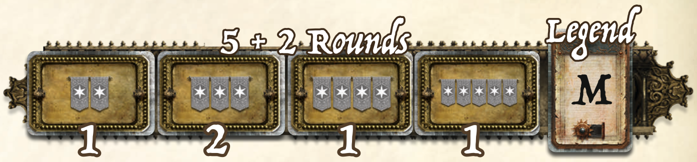

Archbishop Pierre de Cros


Priest


4 Pikemen

Not deployed (See Special Rules):


Saint Martha



(Add 2 Area cards - See Special Rules)

Victory Conditions

To win this game a side must be the first to meet their objective by the end of the 7th round.

All sides
If no side has won by the end of the 7th round, the side holding Saint Martha's Belt wins the game.

Tarasque's side
A pagan cult has developed around the Tarasque's lair ever since it first appeared. A bloodline of witches, living in the swamps, has been working behind the scenes for centuries to bring the beast back by abducting children and raising them as their disciples. Now, everything is in place for the Tarasque's return.

Objective: Capture 4 enemy units and bring them to the *Tarasque*'s lair.

Archbishop Pierre de Cros' side
Pierre de Cros, Archbishop of Arles and follower of the anti-pope Clement VII, is visiting Tarascon to hold a ceremony honouring Saint Martha. The local priest is waiting for his arrival.

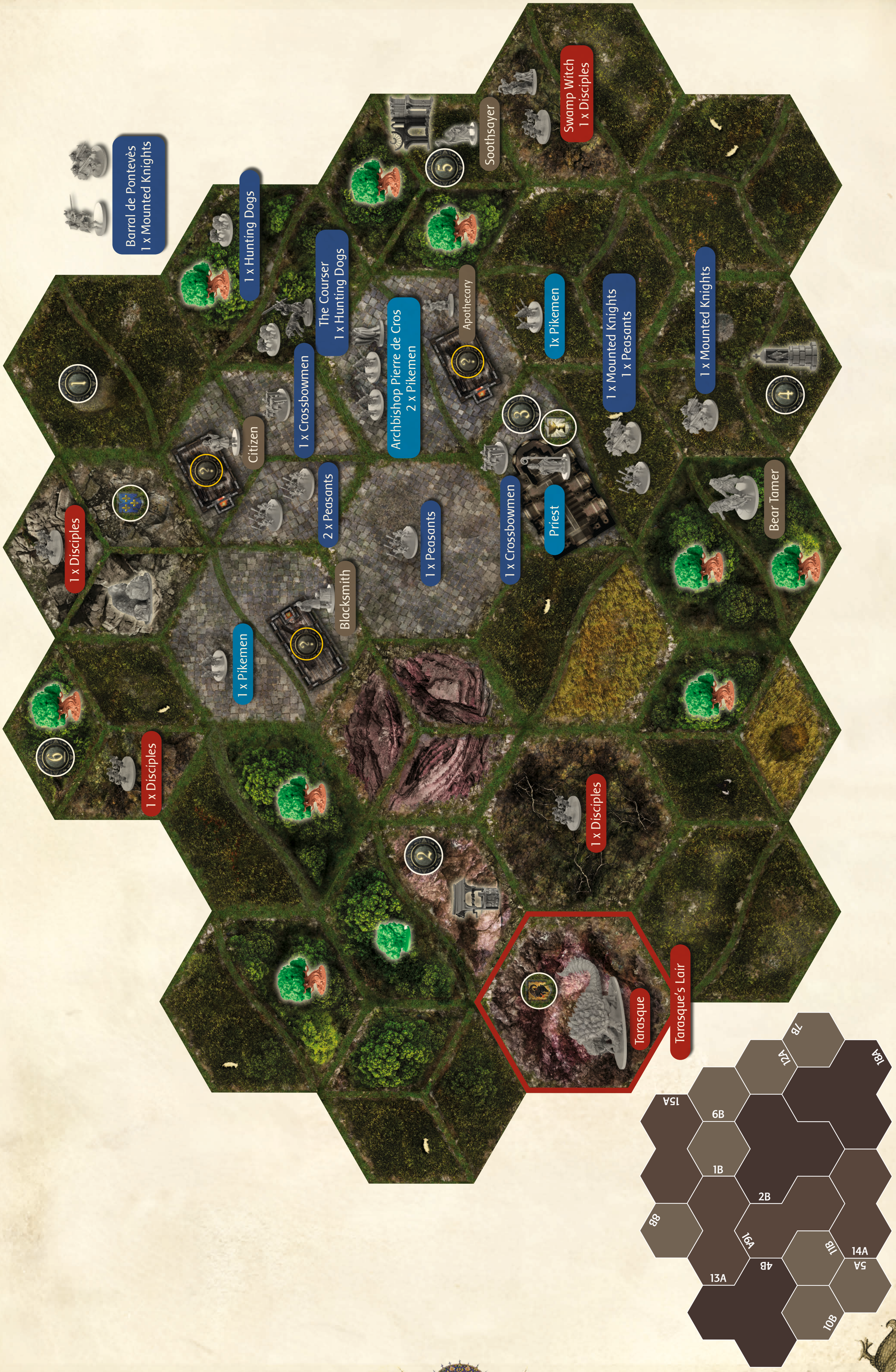
Objective: Summon *Saint Martha* to have her tame *The Tarasque* once again.

Governor Barral de Pontevès' side
Governor, captain and protector of Provence and Forcalquier, Barral de Pontevès has come in the name of the Union of Aix as a representative of nobility. The Tarasque's return is a way for him to show the citizens of Tarascon that the Union of Aix can provide them with all the protection they need.

Objective: Destroy *The Tarasque*

Player order: Archbishop player, Tarasque player, Governor player.

Scenario tiles: 1, 2, 4, 5, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 18


Barral de Pontevès
1 x Mounted Knights
1 x Hunting Dogs
The Courser
1 x Hunting Dogs
Archbishop Pierre de Cros
2 x Pikemen
Apothecary
Soothsayer
Swamp Witch
1 x Disciples
1x Pikemen
1 x Mounted Knights
1 x Peasants
1 x Mounted Knights
1 x Crossbowmen
Citizen
2 x Peasants
1 x Peasants
1 x Crossbowmen
Priest
Bear Tamer
1 x Disciples
Blacksmith
1 x Pikemen
1 x Disciples
1 x Disciples
Tarasque
Tarasque's Lair
1
2
3
4
5
6
7B
12A
18A
15A
6B
1B
2B
8B
16A
11B
14A
4B
13A
5A
10B

Rewards

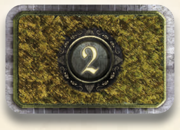
Each player gains :

- 1 ⊗ for each enemy *Peasants, Mounted Knights, Crossbowmen, Hunting Dogs* and *Pikemen* unit destroyed.
- 2 ⊗ for each enemy *Swamp Witch, Disciples, Governor Barral, Courser, Archbishop Pierre de Cros* and *Priest* unit destroyed.

Special Rules

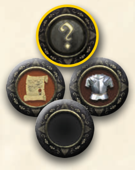
SETUP

Area Cards



This scenario uses special cards called Area cards, that correspond with the Scenario tokens numbered 1 to 6 located on the game board. At the beginning of the game, shuffle and draw 2 of them, face down. Without revealing them, shuffle the 2 cards together with the Round cards to form the Round Deck.
Each player takes 1 of the 4 remaining Area cards at random. The remaining face down card holds Saint Martha's Belt.

Search tokens



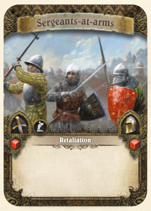
Take the following 3 scenario tokens: Blank, Armour and Arles' Edict, and place them at random, face down, on the houses in the village (see Map).

The Governor's arrival

Governor *Barral de Pontevès* isn't deployed at the beginning of the game. The Governor player deploys him and his accompanying *Mounted Knights* unit at the beginning of their side's first turn in an empty or allied village area.

RECRUITING MERCENARIES

If an Area card is drawn from the Round deck, all players receive 4 Activation Orders. Also, a unit of Sergeants-at-arms appears in the area containing the Scenario token that corresponds with the Area card.



Any unit moving in the same area as the *Sergeants-at-arms* can recruit them for free, or at the cost of an action if they are already in the same area.

If the *Sergeants-at-arms* haven't been recruited by any side by the end of the round, they are removed from the board.

RALLY POINTS

A player can move their Rally point to any free or allied area by spending 3 ●.

MEETING CIVILIANS

Discussion with a Civilian awards the player 1 extra ●, in addition to the normal interaction gains.

OUT OF MY WAY!

Archbishop Pierre de Cros and Governor Barral de Pontevès' armies cannot harm each other in this scenario. When they attack each other, every Killed and Disrupted result rolled counts as a Push result.

FINDING SAINT MARTHA'S BELT

During their turn, a Player can spend 2 ● in order to:

- look at the first Area card from the round deck (reshuffle the deck afterwards)
- **OR** look at another player's Area card.

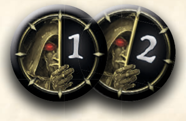
Whenever a Character or *Disciple* is in an area containing a Scenario token, they can decide to Search the area to try and find Saint Martha's Belt.
If they decide to do so, the player must look at the Area card holding Saint Martha's Belt (without any of the other players watching).

If the area they are searching is the same as the one displayed on the card, they take Saint Martha's Belt Equipment card. If not, the search has failed.

A player cannot search for Saint Martha's Belt more than once per game.

NEW ACTION: CONCEALMENT

All units from the Tarasque side can use the **Concealment** action. They can hide themselves in a forest or swamp area at the cost of an action.
When a unit or group of units hides, a **Concealment 1** token is set in the unit's area. The unit is then removed from the board, with a similar token set beside it.



At the start of every one of the player's turns, throw a ■ for each unit or group of units currently hiding:

- on a ♜, put a **Concealment 2** token next to the unit
- On **any other result**, put a Concealment 1 token next to the unit

A unit can remain hidden for up to 3 rounds (the turn during which it started hiding, and the next 2 rounds).

Revealing:

After 3 rounds, the unit must Reveal itself, but it can reveal itself beforehand.
A unit Revealing itself is placed back on the board in a free area located up to (total value of Concealment tokens placed next to the unit) areas away from the original Concealment area.

If there is no available area to appear in, the unit is Disrupted instead.
Any Unrevealed unit is destroyed at the end of the last round.

New Skill action: Tracking

Hunting Dogs, Saint Martha and *Pikemen* can use the Tracking skill in this scenario.
A unit with the Tracking skill can try to reveal units hidden in adjacent areas at the cost of an action by spending 1 and rolling the Doom dice:

- on a result: the hidden units must Reveal themselves. The unit that used Tracking to Reveal them can be placed in any free or allied area adjacent to the Revealed units and attack them for free.
- on a result : a Concealment 1 token is removed from the area.
- on any other result, nothing happens.

Tarasque Side

Swamp dwellers
The *Swamp Witch* and the *Disciples* units count all swamp areas as adjacent when moving. These units aren't affected by swamp area modifiers.

The *Swamp Witch* possesses 2 Swamp tokens: When a Swamp token is placed in an area other than a village area or inside a building, it turns into a swamp area.

The Tarasque's Lair
Only units from the Tarasque's side can enter the Tarasque's Lair. Once a captured unit is moved into the Tarasque's Lair, remove that unit from the game. Opposing units can attack units located inside the Lair, but they may not perform a follow-up after combat.

New Action: Capture
All units from the Tarasque's side can perform a Capture action during this scenario. All units participating in a Capture declare capture as an action and attempt an attack against an enemy troop. They roll their attack roll and opposing army units in that area roll their defense roll. If at least 1 Kill, Disrupt or Push result is not blocked by Shield results, a unit of the attacker's choice is captured (do not apply the result of the attack).
The Captured troop is put in its capturing opponent's area and its base's colour changes to match the Capturing unit's (if it is full, the Capture always fails). It cannot be activated by its owner anymore and follows all of its captor's movements. If all units located in an area containing a Captured unit are destroyed or disrupted, the unit is freed.

They are Legion!
During any activation, the Tarasque side can rally a destroyed *Disciples* unit by spending 2 .

Archbishop Pierre de Cros Side

New Action: Summon Saint Martha
There are 2 ways to summon *Saint Martha*:

- Have the *Archbishop* perform an action in the church and spend 2 : *Saint Martha* appears in the church, or in an adjacent allied area if the church is full.
- Upon finding Saint Martha's Belt, spend 3 : *Saint Martha* appears in the belt's area, or in an adjacent allied area if it is full.

Taming the Tarasque
Saint Martha can only attack *The Tarasque*, in an attempt to tame it.
The Tarasque is tamed if, when attacking, *Saint Martha* and her accompanying units roll at least 2 unblocked blank results against the creature and by spending 4 .
When defending, Shield results from *The Tarasque* can block blank results. Only the Tarasque may roll for defense against an attack involving Saint Martha.
If *The Tarasque* is tamed, the Archbishop's side immediately wins the game.

Governor Barral de Pontevès' Side

Bonus Action: Search a House
When entering a house containing a Search token, any unit from Barral de Pontevès' side can use the Search a House action for free, flipping the Search token and benefitting from its effects:

- **Armour**: When defending, *Peasants* gain +1 for the remainder of the game.
- **Arles' Edict**: Gain 2 .
- **Blank**: Nothing happens.

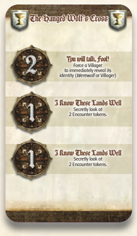
2

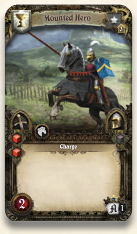
The Hanged Wolf's Cross

- Christmas 1383, Sentilly -

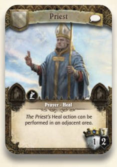
In the small parish of Sentilly, strange events occurred at night, terrorising its inhabitants. On Christmas Eve, a man let out a terrifying howl in the middle of the night. Soon after, a dozen wolves entered the church, disturbing the mass and starting an uproar. After disturbing everything and everyone, the beasts fled to the nearby forest. Led by the terrified villagers, Sir Jehan, this land's lord who used to fight alongside du Guesclin, arrives in Sentilly a few days later, to put an end to the unholy beast. It must be a Werewolf! Since it's hiding amongts the citizens, he'll have to unveil its true identity. Having brought with him the Bishop from Caen to help him feel the monster's presence, they start the hunt for the Werewolf, not knowing that a full moon is rising in the night sky... If he manages to catch the rabid creature, Sir Jehan will hang it from an oak shaped like a cross so that people will know of this story for generations to come.

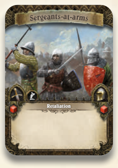
Holy player

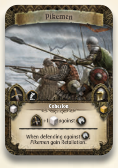

Intrigue


Mounted Hero (Sir Jehan)

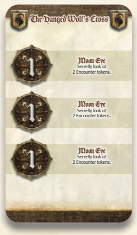
White bases

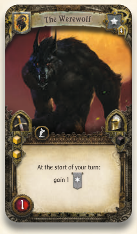

Priest (Bishop of Caen)

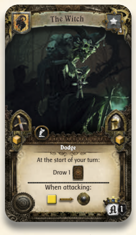

1 Sergeants-at-arms


1 Pikemen

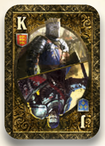
Unholy player

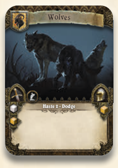

Intrigue

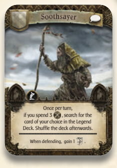

Werewolf (special rule)

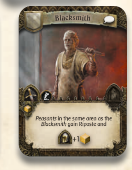

Witch (special rule)

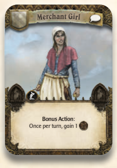
Black bases

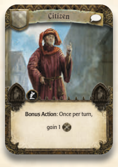



6 Wolves (Special rules)

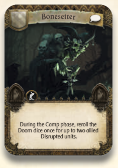

Soothsayer

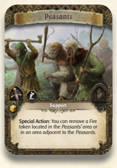

Blacksmith

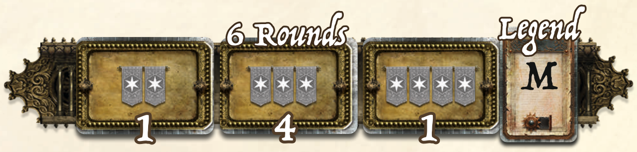

Merchant Girl


Citizen

Civilians


Bonesetter


4 Peasants (see Special rules)



Victory Conditions

The Holy player wins the game if the *Werewolf* is destroyed before the end of the game.

The Unholy player wins the game if the *Werewolf* survives until the end of the game, or if *Sir Jehan* is destroyed.

Rewards

The Holy player gains:

- 1 ⊗ for each *Wolves* unit destroyed.
- 3 ⊗ if the *Witch* is destroyed.

The Unholy player gains:

- 2 ⊗ if the *Priest* is destroyed.
- 1 ⊗ for each destroyed *Sergeants-at-arms* or *Pikemen* unit.

Special Rules

VILLAGERS SECRET IDENTITY TOKENS

Before the beginning of the game, the Unholy player puts 4 Villagers cards (*Merchant Girl, Soothsayer, Blacksmith* and *Citizen* Civilian cards) in front of them, and places 1 of the 4 Secret Identity tokens face-down on each card (3 blank tokens, 1 Werewolf token). The villager with the Werewolf token is the hidden *Werewolf*.

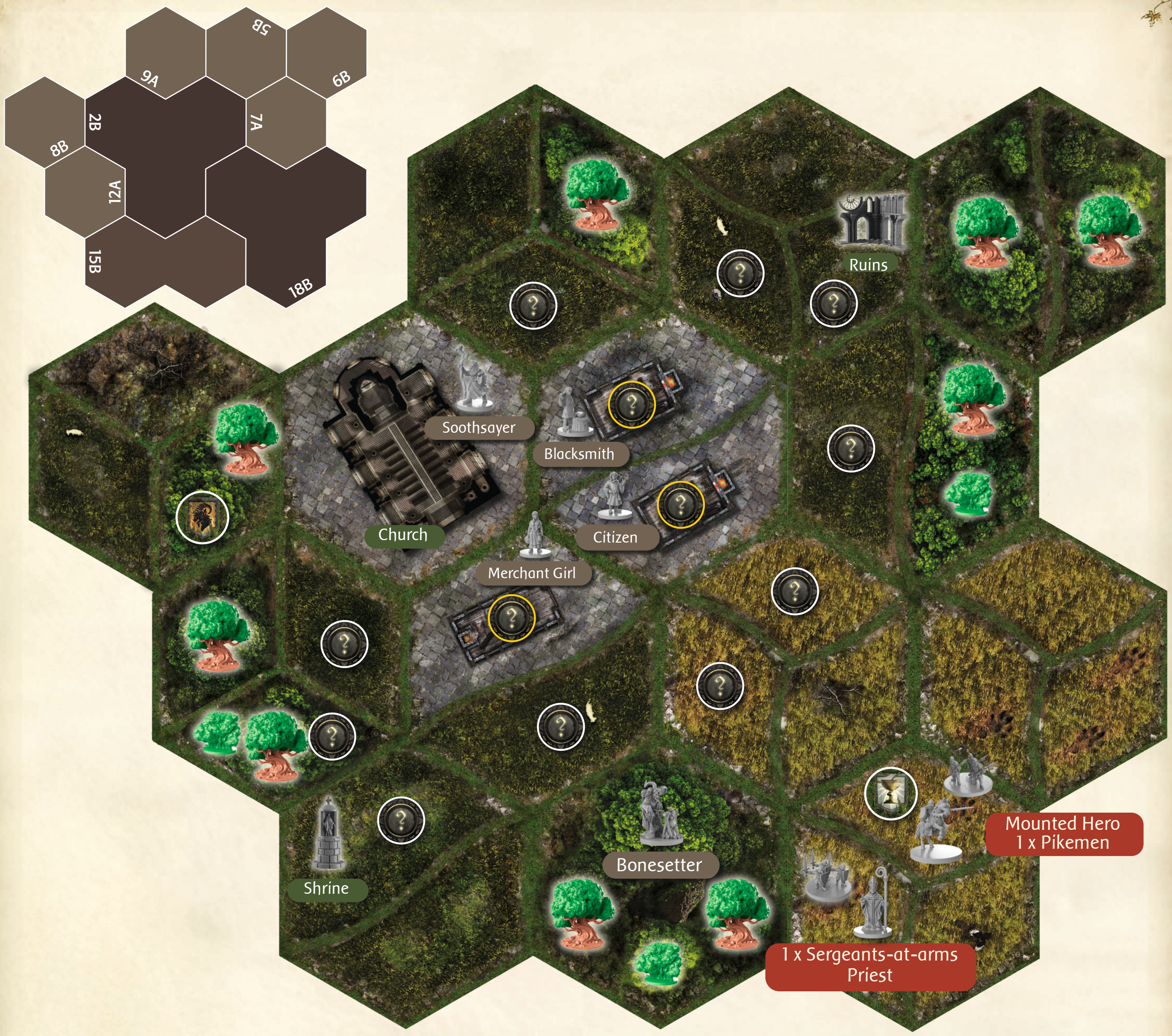
The Holy player must not know who *The Werewolf* is.

DISCUSSION

In this scenario, the only Civilian that follows normal Civilian rules is the *Bonesetter*.

The *Merchant Girl, Soothsayer, Blacksmith* and *Citizen* are all considered troops under the Unholy army's control, and the *Priest* is considered a troop under the Holy army's control. Discussion rules do not apply for these units.

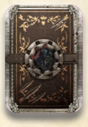
Scenario tiles: 2, 5, 6, 7, 8, 9, 12, 15, 18



SEARCH TOKENS

Take all 3 Search tokens: **Weapons**, **Empty** and **Wolf**, and put them face-down in each of the houses (yellow circled tokens on the map). See the special rules on page 20.

PEASANTS INTERROGATION CARDS



This scenario uses 5 special Peasants Interrogation cards, that must be shuffled and placed face down near the board. Those cards will be used by the Holy player, see Interrogating Peasants (page 20).

EQUIPMENT CARDS

For this scenario, take the Saint Odile's Relic and Holy Cross Equipment cards, and place them next to the game board. These cards will be used by the Holy player through the Peasants Interrogation cards' effects.

ENCOUNTER TOKENS

Take all 10 Encounter tokens: 5 **Wolf** tokens, 4 **Peasant** tokens, and 1 **Hint** token. Randomly place all the Encounter tokens face-down on the white encircled spots shown on the board setup illustration.
Units that move into an area containing an Encounter token may flip it face-up as a bonus action to apply its effects.

Holy

The Holy player can use all of their units (including non-Bewitched Peasants) to investigate Encounter tokens. They don't have to flip them, and can ignore them if they want.

Unholy

The Unholy player can use the villagers, the Bewitched Peasants or the *Witch* (if she appears) to secretly look at the token, freely activating or switching it with another Encounter token on the board, without looking at them.

In this scenario, The *Werewolf* cannot go to the infirmary.
All Disrupt results applied to him count as Killed results.

ENCOUNTERS

When revealed, Encounter tokens have different effects:

Peasant: A new *Peasants* unit is deployed for the Holy army.

Wolf: A new *Wolves* unit is deployed for the Unholy army.

Hint: Receive 2 ●.

When a unit is deployed, if it belongs to the side of the revealing player, deploy it in the same area, if possible. If the deployed unit is from a different side or if the area is full, the other player deploys it in an adjacent non-full or free area.

If there is no area able to accomodate the unit, then it doesn't appear.

BEWITCHING PEASANTS

Every time a *Peasants* unit is deployed due to an Encounter token, the Unholy player can bewitch it by spending 1 ● token, no matter who revealed the token.
The *Peasants* unit immediately belongs to the Unholy army. You can mark it with a red coloured base ring.

INTERROGATING PEASANTS

In this scenario, the Holy army can interrogate *Peasants* by following these rules:
Each time a *Peasants* unit is revealed by the Holy player, this player draws a Peasant interrogation card and resolves its effects (even if this unit is then bewitched).
The Unholy player cannot draw Peasant interrogation cards.

SACRED PLACES

In this scenario, villagers (*Merchant Girl*, *Citizen*, *Soothsayer* and *Blacksmith*) gain the Prayer skill when they are in the church or in an area containing the **ruins** or the **shrine**.

THE CHURCH

Units from the Unholy army can explore the church at the cost of 1 action. After exploring the church, the crypt is discovered: put a Crypt token on the church's interior overlay.

If the crypt is on the board, each Prayer action resolved in the church yields 1 additional ⊗ or ● token.

If the *Witch* isn't already in play and the crypt has been uncovered, a unit from the Unholy army can summon her in the church with a free action, at the cost of 1 ●. If this action is undertaken, replace the *Bonesetter* with a *Witch* (if the *Bonesetter* is no longer on the board, put the *Witch* into play in the church), and take the corresponding unit card. *The Witch* is now under the Unholy army's control.

SEARCHING THE HOUSES

Units from the Unholy army can search the houses. Doing so is a bonus action, automatically executed when an Unholy unit enters a house. The house's Search token is flipped face up.

Resolve the following effects:

Blank: Simply discard this token.

Weapons: All villagers get +1 ■ when attacking.

Trapped wolves: The Unholy player sets *Wolves* free from their cage, deploying up to 2 *Wolves* units to its Rally point (up to a maximum of 6 *Wolves* units on the board).

ATTACKING AND INTERROGATING VILLAGERS

In this scenario, villagers belong to the Unholy army, and thus are not Civilians.
Villagers can be attacked like any other unit, but can also be interrogated, forcing them to reveal their true identity.
If a villager is located in an area declaring an attack against a unit from the Holy side, all villagers aren't respected anymore and can be attacked without any penalties.

Attacking a villager

If a villager is attacked and is Disrupted or destroyed, it must immediately reveal its true identity by flipping face up its Secret Identity token.
If its identity is the *Werewolf*, it suffers no damage and its miniature is replaced with the *Werewolf*'s. If its identity is not the *Werewolf*, its miniature is put in the infirmary or removed from the game if destroyed.
If a respected villager is destroyed, and is then revealed to not be the *Werewolf*, remove its miniature from play. Discard the next card from the Round deck, without revealing it, shortening the game by a round.
If the villagers are not respected anymore, no card from the Round deck is discarded when attacking them.

Interrogating a villager

Sir Jehan and the *Bishop of Caen* can interrogate a villager located in an adjacent area, at the cost of an action.
After spending the Activation Order necessary to perform the interrogation, the Holy player must throw a ■ if *Sir Jehan* is the one interrogating.

On a 🛡 result, the villager must reveal its true identity. If its true identity is the *Werewolf*, then the villager's miniature is replaced with the *Werewolf*'s. On any other result, nothing happens.

If the *Bishop* is the one interrogating the villager, the action succeeds automatically, forcing the villager to reveal its true identity.

The Bishop of Caen

Motivation
The Bishop of Caen gives the Charge skill to all allied units in its own or adjacent areas.

Exorcism
The Bishop of Caen can exorcise a bewitched *Peasants* unit in an adjacent area as a bonus action by spending 1 ●.

The exorcised *Peasant* comes back to the Holy army's side. Move it into the *Bishop*'s area or adjacent if it's full, and replace its black base with a white one.

The *Bishop* can also exorcise any villager as long as its true identity was revealed, or if the *Werewolf* has been revealed, following the same rules.

Doing so removes the villager from the board.

Revealing the Werewolf

The *Werewolf* can be revealed in several ways:

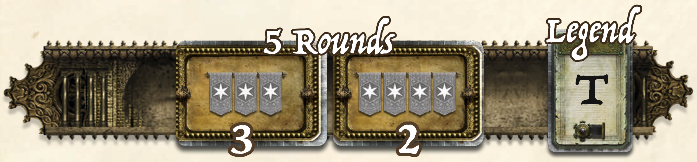
The Unholy player can reveal the *Werewolf* at any time, for free. It can also be forced to reveal itself after an attack or an interrogation from the Holy army.

Once the *Werewolf* is revealed, a *Wolves* unit is deployed in its area or an adjacent area. If the areas are full or occupied by the enemy, or there are no more available *Wolves*, they aren't deployed.

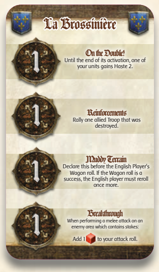
La Brossinière

- September 26th, 1423, La Brossinière -

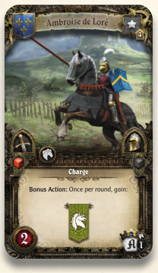
Having plundered Maine's and Anjou's fiefs, William de la Pole returns to Normandy with his loot. Queen Yolande of Aragon, however, asks her most trustworthy ally, Ambroise de Loré, to ambush William de la Pole. A battle for honour and vengeance begins.


5 Rounds
Legend
3
2
T

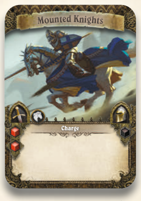
French player


La Brossinière
On the Double!
Until the end of its activation, one of your units gains Haste 2.
Reinforcements
Rally one allied Troop that was destroyed.
Muddy Terrain
Declare this before the English Player's Wagon roll. If the Wagon roll is a success, the English player must reroll once more.
Breakthrough
When performing a melee attack on an enemy area which contains stakes:
Add 1 to your attack roll.

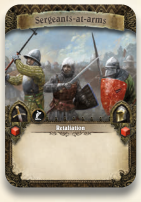
Intrigue


Ambroise de Loré
Charge
Bonus Action: Once per round, gain:
2

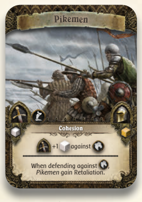
Ambroise de Loré


Mounted Knights
Charge

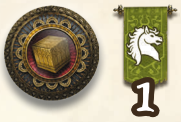
6 Mounted Knights


Sergeants-at-arms
Retaliation

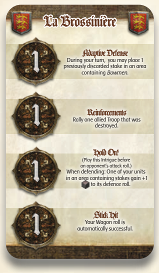
2 Sergeants-at-arms


Pikemen
Cohesion
When defending against Pikemen gain Retaliation.

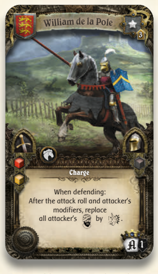
3 Pikemen



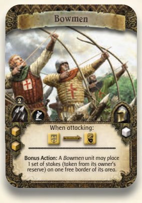
English player


La Brossinière
Adaptive Defence
During your turn, you may place 1 previously discarded stake in an area containing Bowmen.
Reinforcements
Rally one allied Troop that was destroyed.
Hold On!
(Play this Intrigue before an opponent's attack roll.)
When defending: One of your units in an area containing stakes gain +1 to its defence roll.
Giddy Up!
Your Wagon roll is automatically successful.

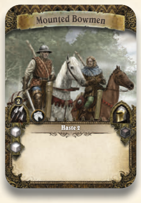
Intrigue


William de la Pole
Charge
When defending:
After the attack roll and attacker's modifiers, replace all attacker's by

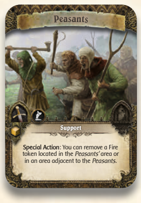
William de la Pole


Bowmen
When attacking:
Bonus Action: A Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

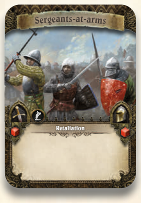
7 Bowmen


Mounted Bowmen
Haste 1

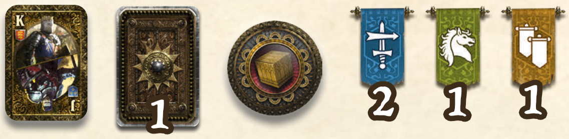
2 Mounted Bowmen


Peasants
Support
Special Action: You can remove a Fire token located in the Peasants' area or in an area adjacent to the Peasants.

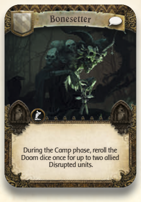
Peasants (Special Rule)


Sergeants-at-arms
Retaliation

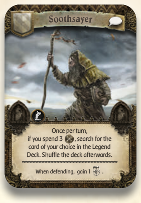
1 Sergeants-at-arms



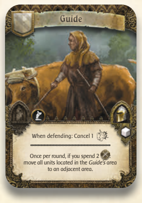
Civilians


Bonesetter
During the Camp phase, reroll the Doom dice once for up to two allied Disrupted units.

Bonesetter


Soothsayer
Once per turn, if you spend 3 search for the card of your choice in the Legend Deck. Shuffle the deck afterwards.
When defending, gain 1

Soothsayer


Guide
When defending: Cancel 1
Once per round, if you spend 2 move all units located in the Guide's area to an adjacent area.

Guide

Victory Conditions

If at least one *Wagon* is inside a village area at the end of the 5th round, **the English player wins the game.**

Otherwise, **the French player is victorious.**

Rewards

The French player gains:

- 3 ⊗ if *William de la Pole* is Disrupted or destroyed.
- 2 ⊗ if the enemy *Sergeants-at-arms* unit is destroyed.
- 1 ⊗ for each *Bowmen* or *Mounted Bowmen* unit destroyed.
- 1 ⊗ (once per round) when they gain control of a *Wagon*.

The English player gains:

- 3 ⊗ if *Ambroise de Loré* is Disrupted or destroyed.
- 2 ⊗ for each enemy *Sergeants-at-arms* or *Mounted Knights* unit destroyed.
- 1 ⊗ when they regain control of a *Wagon*.

Special Rules

CONTROLLING A WAGON

At the beginning of the game, both *Wagons* belong to the English player.
A *Wagon* belongs to the player who controls the area it is in. If it is in a free area, the *Wagon* doesn't belong to any player.

ACTIVATING A WAGON

A *Wagon* takes 1 space in an area and can be activated **once per round** by its owner as part of any Order. It cannot be activated using a Character's Command.
The only action a *Wagon* can perform is to move into an adjacent area. When both *Wagons* are activated together, they can move into different areas.

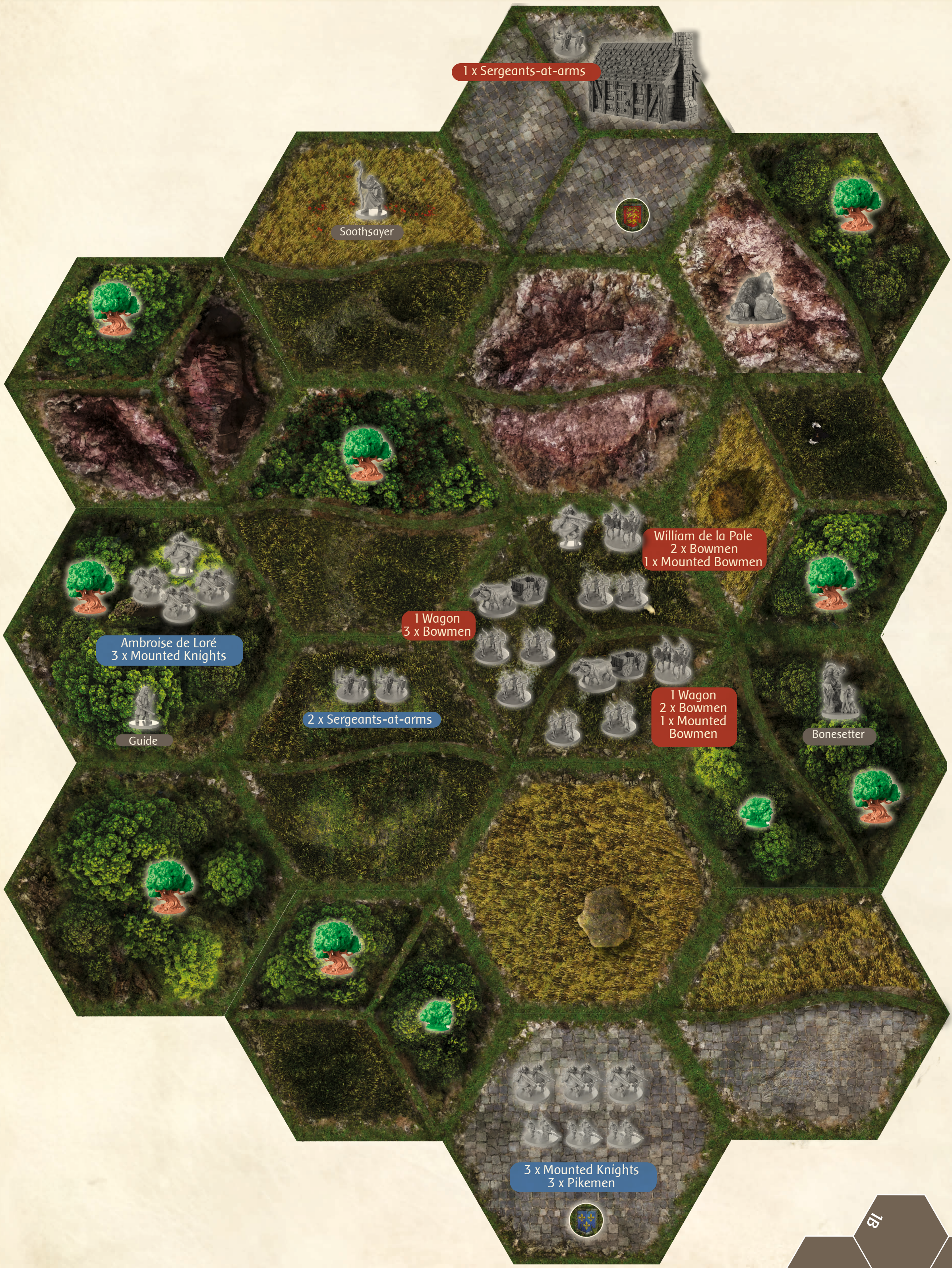
NEUTRAL UNIT

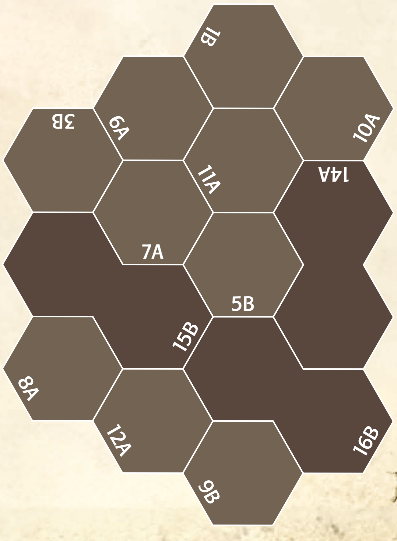
A *Wagon* cannot attack, nor be the target of an attack. It can never benefit from a card or unit's effects.

GIDDY UP!

After a *Wagon*'s movement, a player can, as a Player action, discard a Charge Order to further its movement (once per round and per *Wagon*). They roll a black dice:
If the result is a 🛡, the *Wagon* can move another time. On any other result, the dice can be rerolled once more for free.

Scenario tiles: 1, 3, 5, 6, 7, 8, 9, 10, 11, 12, 14, 15, 16


1 x Sergeants-at-arms
Soothsayer
William de la Pole
2 x Bowmen
1 x Mounted Bowmen
1 Wagon
3 x Bowmen
Ambroise de Loré
3 x Mounted Knights
1 Wagon
2 x Bowmen
1 x Mounted Bowmen
2 x Sergeants-at-arms
Guide
Bonesetter
3 x Mounted Knights
3 x Pikemen


1B
3B
6A
10A
11A
14A
7A
5B
15B
8A
12A
16B
9B

RING THE ALARM BELL

The English player can, once per round, ring the alarm bell by spending 1 ⊗ to deploy 2 English *Peasants* units in the village area (1B).

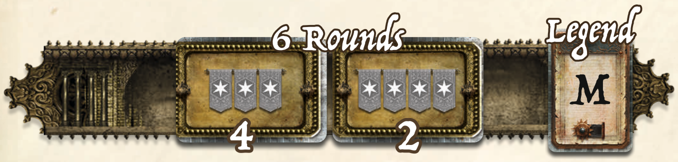
There can't be more than 6 *Peasants* units on the board at the same time.

2

The Sword of Fierbois

- February 13th, 1428, Sainte-Catherine-de-Fierbois -

Joan and her companions, Bertrand de Poulengy and Jean de Metz, undertake a perilous journey to the court in Chinon. They stop over at the church of Sainte-Catherine-de-Fierbois, a small pilgrimage site east of Chinon and south of Tours, known for its miracles. Joan decides to stop to pray, but the country is at war, and English raiders cross the Loire to plunder the Dauphin's land.



French player

Joan of Arc (Level 0)

Bertrand de Poulengy

Jean de Metz

1

6 Peasants

Priest (Thibault de Fontevraud)

Blacksmith

Reinforcements (See Special Rules)

1 Ghosts

1 Angel

English player

John de la Pole

(Use John Fastolf's miniature)

1 Sergeants-at-arms

3 Pikemen

1 1 1

1

1 War Hounds

2 Bowmen

2 Mounted Bowmen

Victory Conditions

The English player wins if they collect 6 loot points before the end of the 6th round.
If not, **the French player is victorious.**

The English player gains 1 loot point for each of the following:

- Each time a Fire token is placed in an area containing a building.
- If a unit takes hold of the Village Chest (in the house).
- If a unit takes hold of the Pilgrim's Chest (in the church).
- For each French Character Disrupted or destroyed.
- For each destroyed Civilian.
- When they take the Sword of Fierbois.

The English player loses 1 loot point for each of the following:

- If the French player removes a Fire token;
- Each time a French Character is Rallied.

● Use Routed tokens to count loot points.

Rewards

The French player earns:

- 1 ● for each English Troop destroyed.
- 2 ⊗ if *John de la Pole* is destroyed.

The English player earns:

- 1 ⊗ if the *Ghosts* is Disrupted.
- 3 ⊗ if the *Angel* is destroyed or Disrupted.

Special Rules

INDESTRUCTIBLE BUILDINGS

In this scenario, the buildings are indestructible.

ENGLISH PILLAGERS

In this scenario, all English units gain the following:

- they gain the Ruthless skill.
- they may perform a special Arson action: when performing this action, roll a ■, with a ⛨ result, place 1 Fire token in the unit's area before moving 1 area.

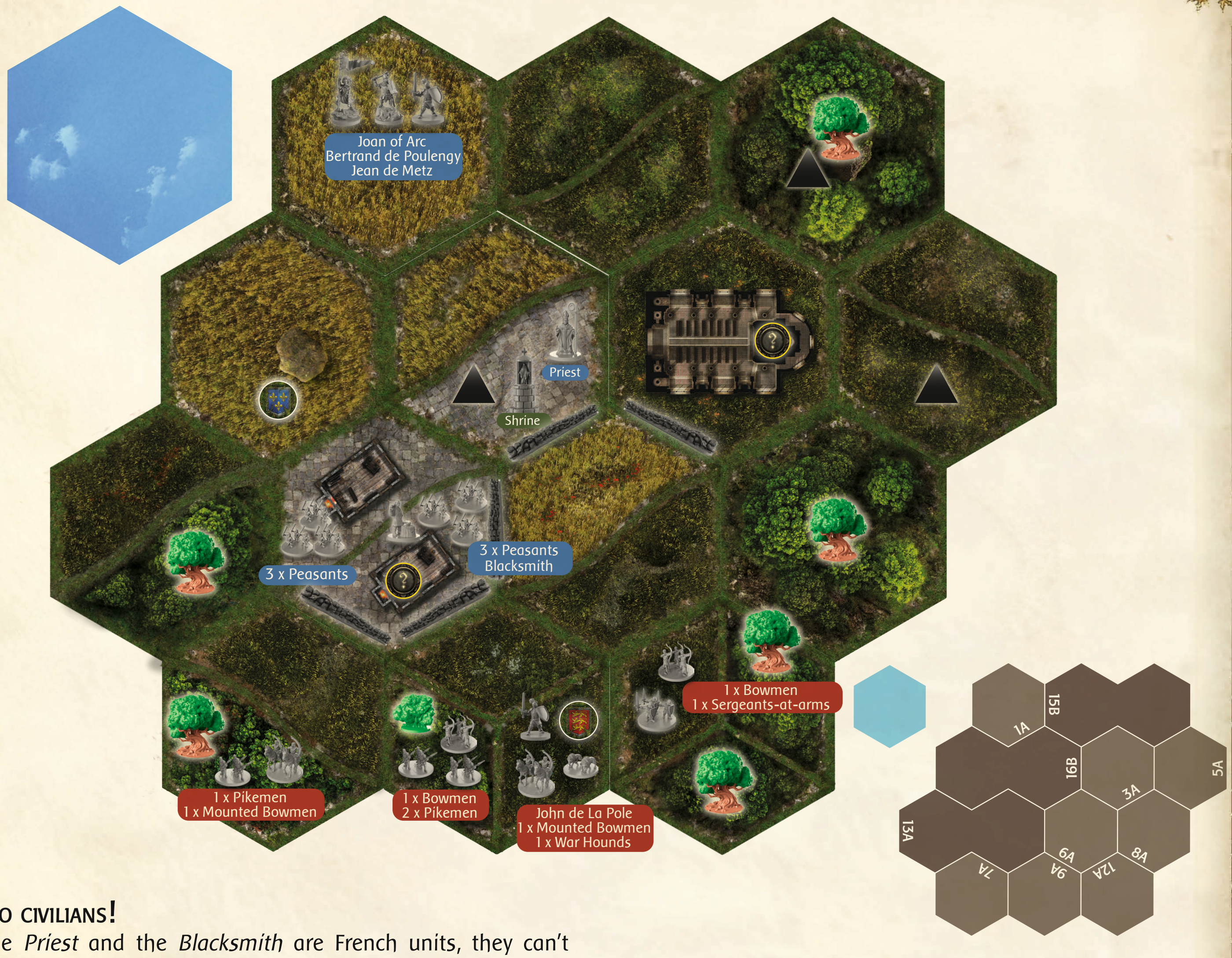
EFFICIENT COMMAND

When *John de la Pole* is activated, the English player can spend 1 ⊗ to increase the range of his Command to 1 hex for the duration of its activation.

HAIL OF ARROWS

Once per turn, when at least 1 *Bowmen* unit attacks, the English player can spend up to 2 ⊗ to add 1 🟥 to the attack roll.

Scenario tiles: 1, 3, 5, 6, 7, 8, 9, 12, 13, 15, 16


Joan of Arc
Bertrand de Poulengy
Jean de Metz
Priest
Shrine
3 x Peasants
3 x Peasants
Blacksmith
1 x Bowmen
1 x Sergeants-at-arms
1 x Pikemen
1 x Mounted Bowmen
1 x Bowmen
2 x Pikemen
John de La Pole
1 x Mounted Bowmen
1 x War Hounds
15B
1A
16B
5A
3A
13A
6A
8A
7A
9A
12A

No civilians!

The *Priest* and the *Blacksmith* are French units, they can't change sides. Discussions cannot be conducted in this scenario.

The Chests

An English unit moving into or located inside the church or the blacksmith's house can perform a bonus action to take the corresponding Chest tokens, and thereby receive 1 ● and 1 loot point.

Reinforcements

When *Joan of Arc* is in the church, the French player can deploy the units indicated below through a Player action. These units will be under the French player's control.

Ghostly Manifestation:
Once per game, the French player may spend 4 ⚔ to rally a *Ghosts* unit, which is deployed either in the church or in the shrine's area.

Angelic Apparition:
Once per game, the French player may spend 4 ● to rally an *Angel*, which is deployed in the sky hex.

Angel's mercy

When the first French unit is destroyed, the French player can immediately use Angelic Apparition as if *Joan of Arc* was in the church, but must still pay 4 ●.

Thibault de Fontevraud

The French player can rally 1 *Peasants* Troop from the infirmary during the Camp phase, without rolling the Doom dice, as long as the *Priest* is on the game board.

The Sword of Fierbois

When the *Ghosts* come into play, the French player randomly places 3 Scenario tokens (1 Sword, 2 blank) face down in the areas indicated on the map by black triangles.

As soon as *Joan of Arc* or any English unit enters an area with a Scenario token, flip it over. If the token is blank, discard it.

If *Joan of Arc* reveals the Sword of Fierbois, she is immediately upgraded to her Holy level 2, and does not have to pay any upkeep for the remainder of the game.

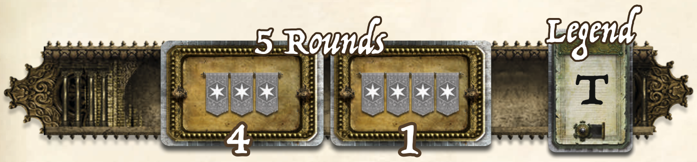
If an English unit reveals the Sword of Fierbois, the English player gains a loot point and the token is discarded.

2-3

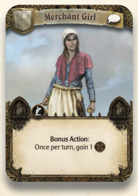
The Battle of the Herrings

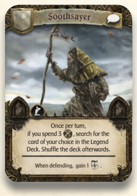
- 12th February, 1429 -

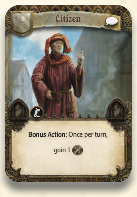
The siege of Orleans is at its peak. Christian Lent is coming up and every Christian has to eat fish. John Fastolf leads a convoy of 300 herring-filled wagons to bring to his troops. The French decide to try and ambush the supply convoy: Jean de Dunois and John Stewart run ahead as scouts, followed shortly after by Charles I, Duke of Bourbon and Auvergne. The latter is spotted by the English, who set up their defences: They encircle themselves with their wagons and plant some stakes while praying. They are only 1500, facing thousands of French warriors accompanied by 400 Scottish men. Charles de Bourbon, a cautious tactician, starts bombarding the wagons. The French and Scottish leaders want to charge headfirst though: one on foot, the other on horseback. Suddenly, the Scottish infantry runs in without warning their allies...



Civilians


Merchant Girl


Soothsayer

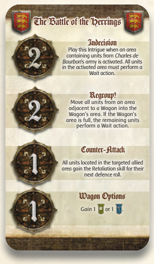

Citizen

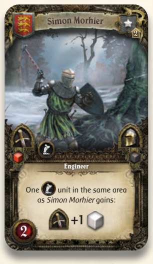
Discussion : 1

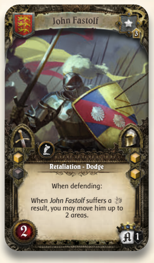
Discussion : 1

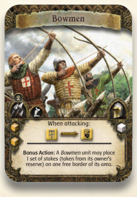
Discussion : 2

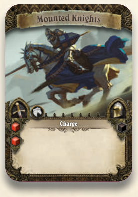
English player

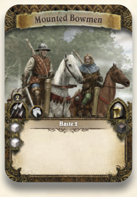

Intrigue

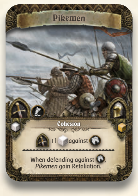

Simon Morhier

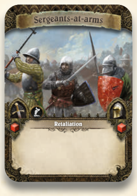

John Fastolf

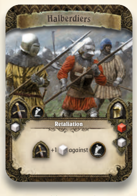

4 Bowmen


2 Mounted Knights


2 Mounted Bowmen

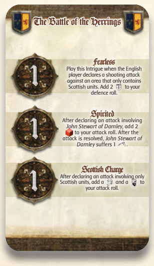

5 Pikemen

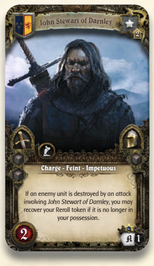

2 Sergeants-at-arms


2 Halberdiers

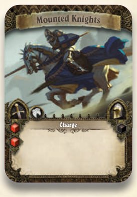
1

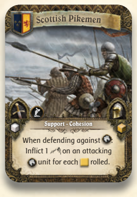
John Stewart player


Intrigue


John Stewart of Darnley

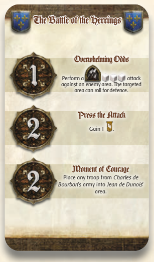
1

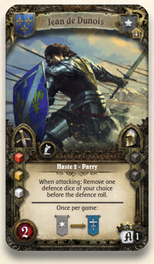

2 Mounted Knights

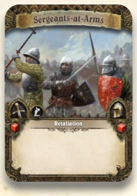

3 Scottish Pikemen

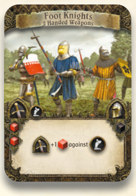
Jean de Dunois player

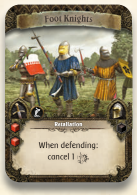
1


Intrigue

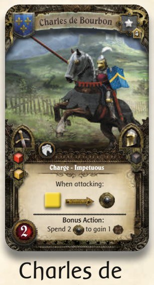

Jean de Dunois

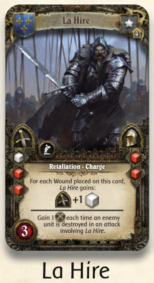

1 Sergeants-at-arms

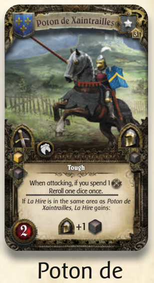

1 Foot Knights - Two-handed weapons

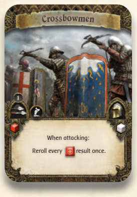

1 Foot Knights

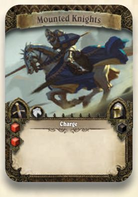
Charles de Bourbon's army
(see Special Rules)


Charles de Bourbon

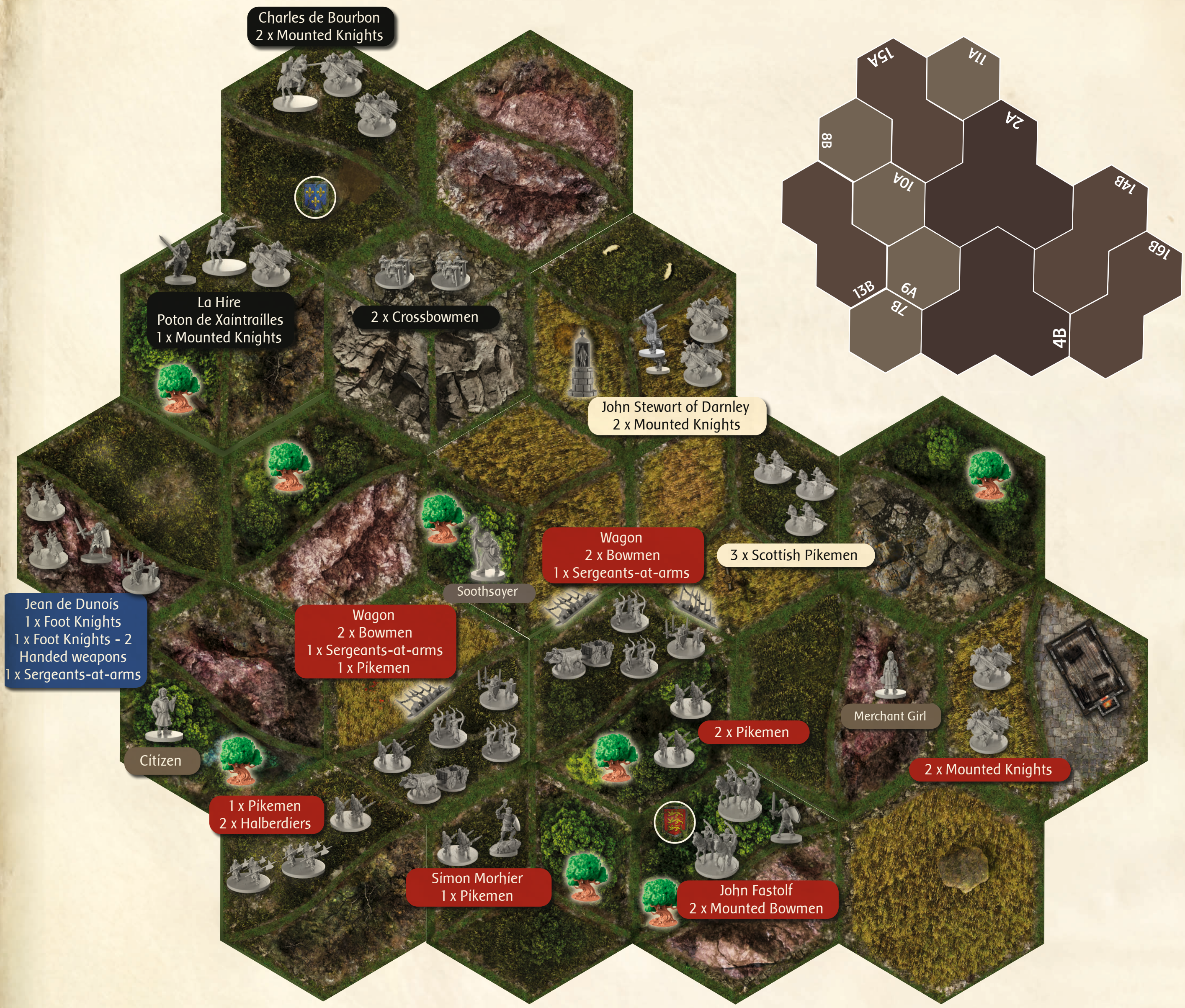

La Hire


Poton de Xaintrailles


2 Crossbowmen


3 Mounted Knights

Scenario tiles: 2, 4, 6, 7, 8, 10, 11, 13, 14, 15, 16


Charles de Bourbon
2 x Mounted Knights
La Hire
Poton de Xaintrailles
1 x Mounted Knights
2 x Crossbowmen
John Stewart of Darnley
2 x Mounted Knights
Wagon
2 x Bowmen
1 x Sergeants-at-arms
3 x Scottish Pikemen
Soothsayer
Jean de Dunois
1 x Foot Knights
1 x Foot Knights - 2 Handed weapons
1 x Sergeants-at-arms
Wagon
2 x Bowmen
1 x Sergeants-at-arms
1 x Pikemen
Merchant Girl
2 x Pikemen
2 x Mounted Knights
Citizen
1 x Pikemen
2 x Halberdiers
Simon Morhier
1 x Pikemen
John Fastolf
2 x Mounted Bowmen
15A
11A
2A
8B
10A
14B
16B
13B
6A
7B
4B

Victory Conditions

The French side wins the game if the 2 English Wagons are destroyed before the end of the 5th round.

The English army wins once either of these 2 conditions are met:

- 10 units, French and/or Scottish, are destroyed or Disrupted.
- No army has won by the end of the 5th round.

Rewards

For each player :

- 1 ⊗ for each infantry unit destroyed.
- 2 ⊗ for each enemy cavalry unit destroyed.

Special Rules

3 ARMIES, 2 SIDES

When played with 3 players, this scenario functions as follows:
Each round follows this order: John Stewart player, English player, Jean de Dunois player.

Jean de Dunois' army and *John Stewart*'s army make up the **French side**, accompanied by *Charles de Bourbon*'s troops.

The English army makes up the **English side**.

In this scenario, Charles de Bourbon's army counts as belonging to both French armies. Each player from the French side can activate areas containing units from Charles de Bourbon's army as if they were part of their army.
Any unit from Charles de Bourbon's army located in an area containing units from either Jean de Dunois or John Stewart of Darnley's army counts as belonging to that army, and

is thus activated by its owner together with its other units. A player cannot activate an area containing units from Charles de Bourbon's army together with units from another army, but they can Command those units.

2 PLAYERS VARIANT

If there are only 2 players, the French player chooses whether to play as *Jean de Dunois* or *John Stewart*. Whichever army is not chosen is not deployed at the beginning of the game. During the 3rd round the French player may deploy the army that was not chosen in any available areas indicated on the map. Any units that cannot be deployed can instead be placed on their Rally point.

CIRCLING WAGONS

The English *Wagons* cannot move during this scenario. A *Wagon* is destroyed if a French unit moves into its area.

When an area containing a *Wagon* is attacked, add 2 ■ to one of the defending units' defence dice.

An area containing a *Wagon* cannot contain a barricade token.

WAGONS FULL OF HERRINGS

The English wagons were full of slippery herrings when tipped over by the English. When an attack is declared against a *Wagon*'s area, add 1 ✸ as Retaliation to the targeted units' total defence dice.

INTERRUPT ORDERS

Starting from the second round, the English side gains 1 ⚑ at the beginning of each of their turns.

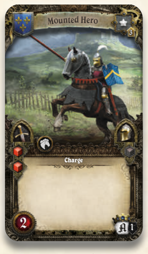
DEVS

The Garrison of Saint-Loup

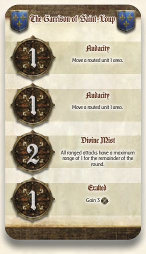
- May 5th, 1429 -

The French plan of action to free Orleans is simple: pick off all the English garrisons one by one, beginning with the least defended. The Saint-Loup garrison, being the smallest, is the first to be attacked by the French.
Despite their low numbers, the English manage to fend off the French and scatter their forces. Joan of Arc, alerted by the clamour of panicked soldiers, tries to herd her forces back into the fray, just like she used to do with her sheep.

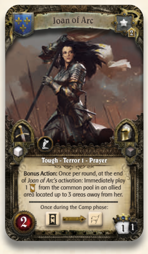
French player


Mounted Hero

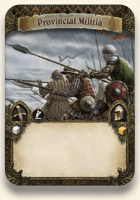
Mounted Hero


The Garrison of Saint-Loup

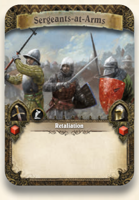
Intrigue



Joan of Arc

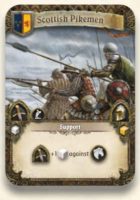

Provincial Militia

2 Provincial Militia

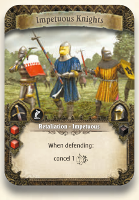

Sergeants-at-Arms

2 Sergeants-at-arms

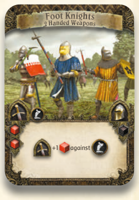
Routed French troops (special rules) :


Scottish Pikemen

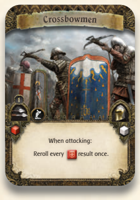
2 Scottish Pikemen


Impetuous Knights

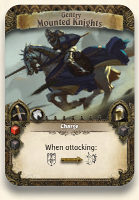
1 Impetuous Knights


Foot Knights

1 Foot Knights (Two-Handed Weapons)

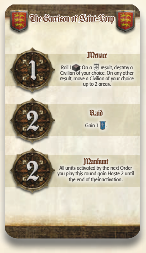

Crossbowmen

1 Crossbowmen

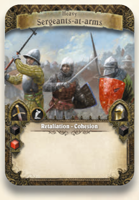

Mounted Knights

1 Gentry Mounted Knights

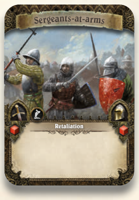
English player


The Garrison of Saint-Loup

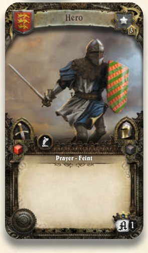
Intrigue


Sergeants-at-arms

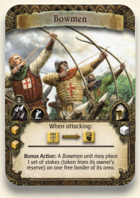
2 Heavy Sergeants-at-arms


Sergeants-at-arms

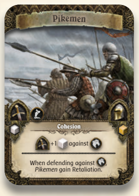
2 Sergeants-at-arms



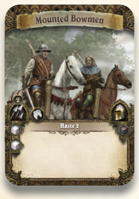
Hero



3 Bowmen

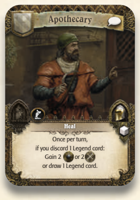


2 Pikemen

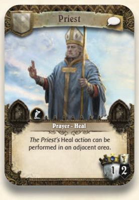

Mounted Bowmen

2 Mounted Bowmen

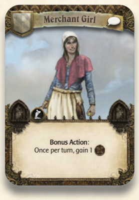
Civilians


Apothecary

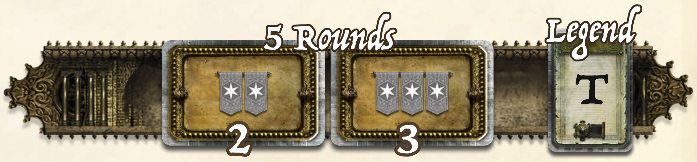
Apothecary



Priest


Merchant Girl

Merchant Girl


5 Rounds
Legend
2
3
T

Victory Conditions

The player with the most Victory Points at the end of the 5th round wins the game.

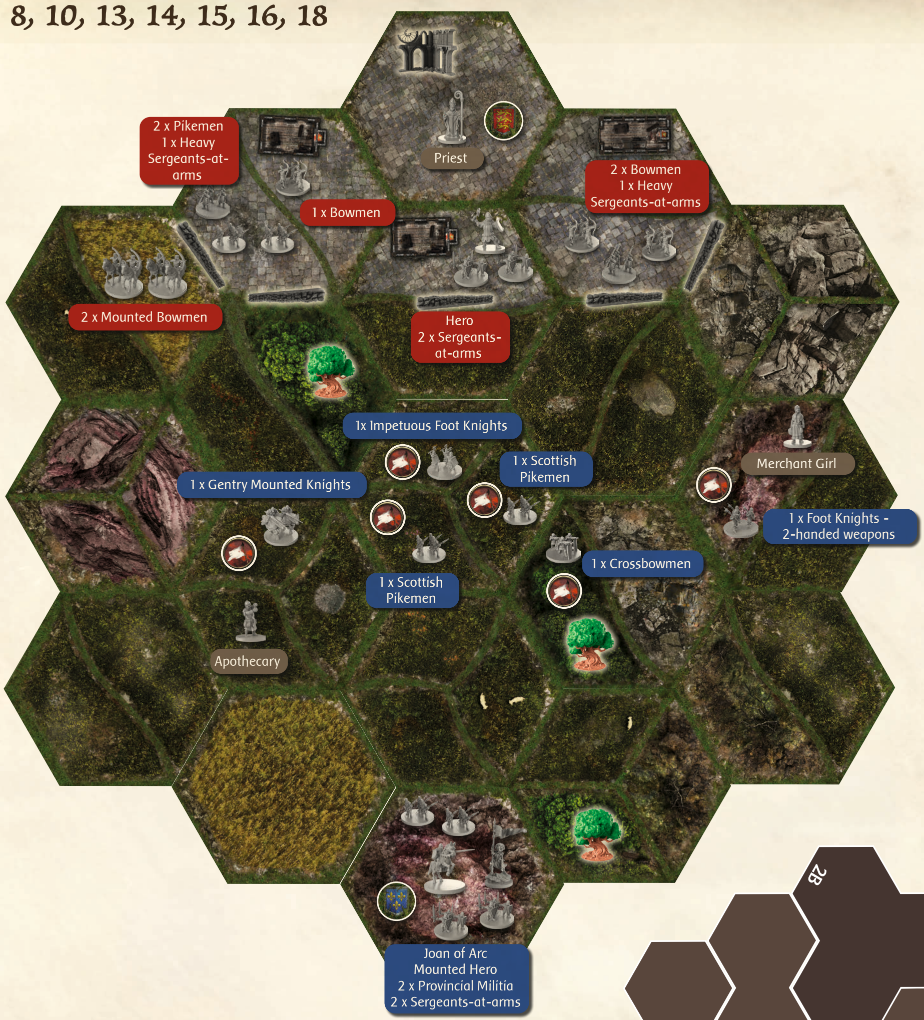
French side Victory Points

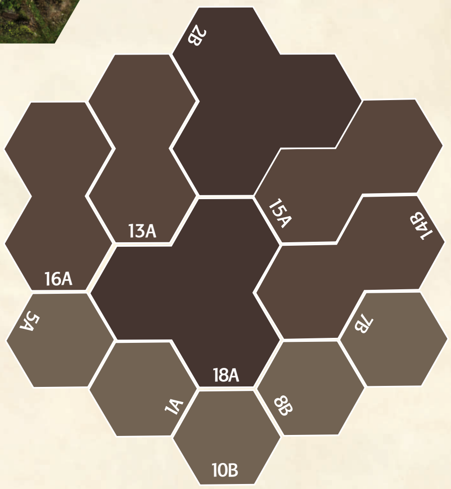
- Rally a routed *Scottish Pikemen* or *Crossbowmen* unit: **1 Victory Point**
- Rally any routed Knights unit: **2 Victory Points**
- The English *Hero* is destroyed, or Disrupted, at the end of the 5th round: **1 Victory Point**
- For each unit from the French side located in a village area at the end of the 5th round: **2 Victory Points**

English side Victory Points

- *Joan of Arc* is destroyed, or Disrupted, at the end of the 5th round: **3 Victory Points**
- *Joan of Arc* isn't located in a village area at the end of the 5th round: **2 Victory Points**
- The *Mounted Hero* is destroyed, or Disrupted, at the end of the 5th round: **2 Victory Points**
- For each destroyed French side unit, or each Disrupted French side unit at the end of the 5th round: **1 Victory Point**

Scenario tiles: 1, 2, 5, 7, 8, 10, 13, 14, 15, 16, 18


2 x Pikemen
1 x Heavy Sergeants-at-arms
Priest
2 x Bowmen
1 x Heavy Sergeants-at-arms
1 x Bowmen
2 x Mounted Bowmen
Hero
2 x Sergeants-at-arms
1x Impetuous Foot Knights
1 x Scottish Pikemen
Merchant Girl
1 x Gentry Mounted Knights
1 x Foot Knights - 2-handed weapons
1 x Crossbowmen
1 x Scottish Pikemen
Apothecary
Joan of Arc
Mounted Hero
2 x Provincial Militia
2 x Sergeants-at-arms


2B
13A
15A
14B
16A
5A
18A
7B
1A
8B
10B

Rewards

For each player:

- 1 ⚔ for each destroyed enemy Troop unit.
- 2 ⚔ for each destroyed enemy Character (except *Joan of Arc*).

For the English side:

- 3 ⚔ if *Joan of Arc* is destroyed.

Special Rules

ROUTED FRENCH UNITS

Some units from the French side are routed at the beginning of the game. A 🏳 token is placed next to each routed unit.

A routed unit:

- Cannot be activated;
- Can roll for defence;
- Can be rallied by *Joan of Arc.*

When a routed unit is located in *Joan of Arc*'s area, it is rallied and grants 1 or 2 Victory Points to the French side, depending on the unit (see French side Victory Points). The French side can now activate those units normally.
When a routed unit is Disrupted by the English player, leave its 🏳 token in the area it was occupying. If a routed unit is rallied from the infirmary, it is deployed in a free or allied area containing a 🏳 token. If it cannot be placed in any area of the sort, it is destroyed. A routed unit coming back into play from the infirmary is still routed and can still be rallied by *Joan of Arc.*

At the beginning of each of the French player's turns, the French player rolls the Doom Dice for each routed unit:

- On a ⌛ or ⚐ result, the French player moves the unit 1 area.
- On a 🧔 result, the unit doesn't move.
- On a ☠ result, the unit moves one area towards the nearest edge of the game board. If multiple paths are possible, the French side chooses which area the unit will move to.

Routed units can only move into free or allied areas. If they leave the game board through its edge, they count as being destroyed by the English player.

FIXED POSITIONS

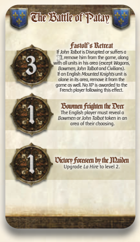
Rally points cannot be moved in this scenario.

The Battle of Patay

- June 18th, 1429 -

The Maid of Orleans has recaptured all of the strongholds on the Loire, effectively ending the English siege. John Talbot retreats north with the remnants of the English army to join with reinforcements from Paris under John Fastolf. The French pursue the fleeing Englishmen, but will they hurl themselves into the teeth of an English ambush, or can they run them down in the plains this time? A startled deer might be the one to decide the outcome...

French player

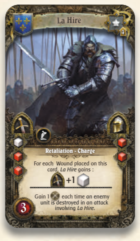

The Battle of Patay

3 Fastolf's Retreat
If *John Talbot* is Disrupted or suffers a ⊗, remove him from the game, along with all units in his area (except *Wagons*, *Bowmen*, *John Talbot* and Civilians). If an English *Mounted Knights* unit is alone in its area, remove it from the game as well. No XP is awarded to the French player following this effect.

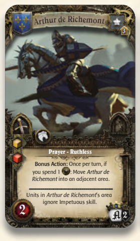
1 Bowmen Frighten the Deer
The English player must reveal a *Bowmen* or *John Talbot* token in an area of their choosing.

1 Victory Foreseen by the Maiden
Upgrade *La Hire* to level 2.

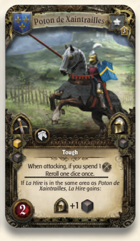
Intrigue



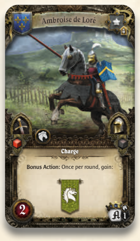
La Hire



Arthur de Richemont



Poton de Xaintrailles

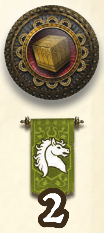


Ambroise de Loré

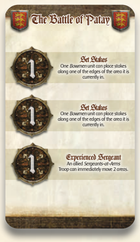
Mounted Knights
2 Mounted Knights

Mounted Knights
2 Gentry Mounted Knights

2 Voulgiers



English player

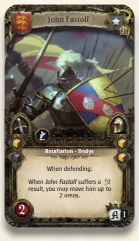

The Battle of Patay

1 Set Stakes
One *Bowmen* unit can place stakes along one of the edges of the area it is currently in.

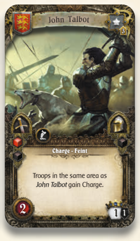
1 Set Stakes
One *Bowmen* unit can place stakes along one of the edges of the area it is currently in.

1 Experienced Sergeant
An allied *Sergeants-at-Arms* Troop can immediately move 2 areas.

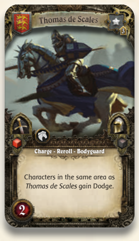
Intrigue



John Fastolf



John Talbot (hidden)



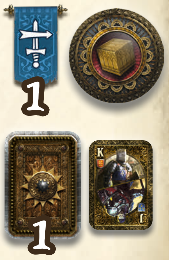
Thomas de Scales

5 Bowmen (hidden)

Mounted Knights
2 Mounted Knights

2 Pikemen

Sergeants-at-arms
1 Sergeants-at-arms

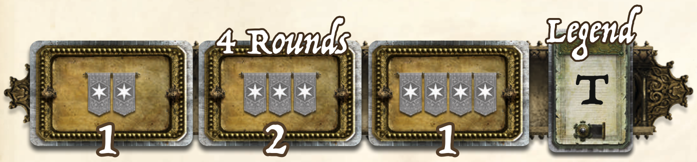


Civilians

Citizen

Farmer

Merchant Girl
Merchant Girl



Victory Conditions

The French player wins as soon as either of these conditions is met:

- All English *Bowmen* and 1 English Character are destroyed or Disrupted at the end of a round.
- 3 English *Bowmen*, 2 *Wagons* and 1 English Character are destroyed or Disrupted at the end of a round.

The English player wins if the French player fails to meet one of their victory conditions by the end of the 4th round.

Rewards

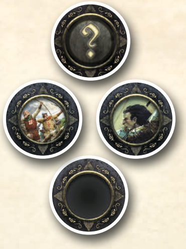
Each player earns:

- 1 ⊗ per enemy *Bowmen* destroyed.
- 2 ⊗ per enemy *Mounted Knights or Gentry Mounted Knights* destroyed.
- 3 ⊗ per *Wagon* or Character destroyed.

Special Rules

UNPREPARED BOWMEN

The English *Bowmen* cannot put down stakes in this scenario (except when using their Intrigue card).



AMBUSH

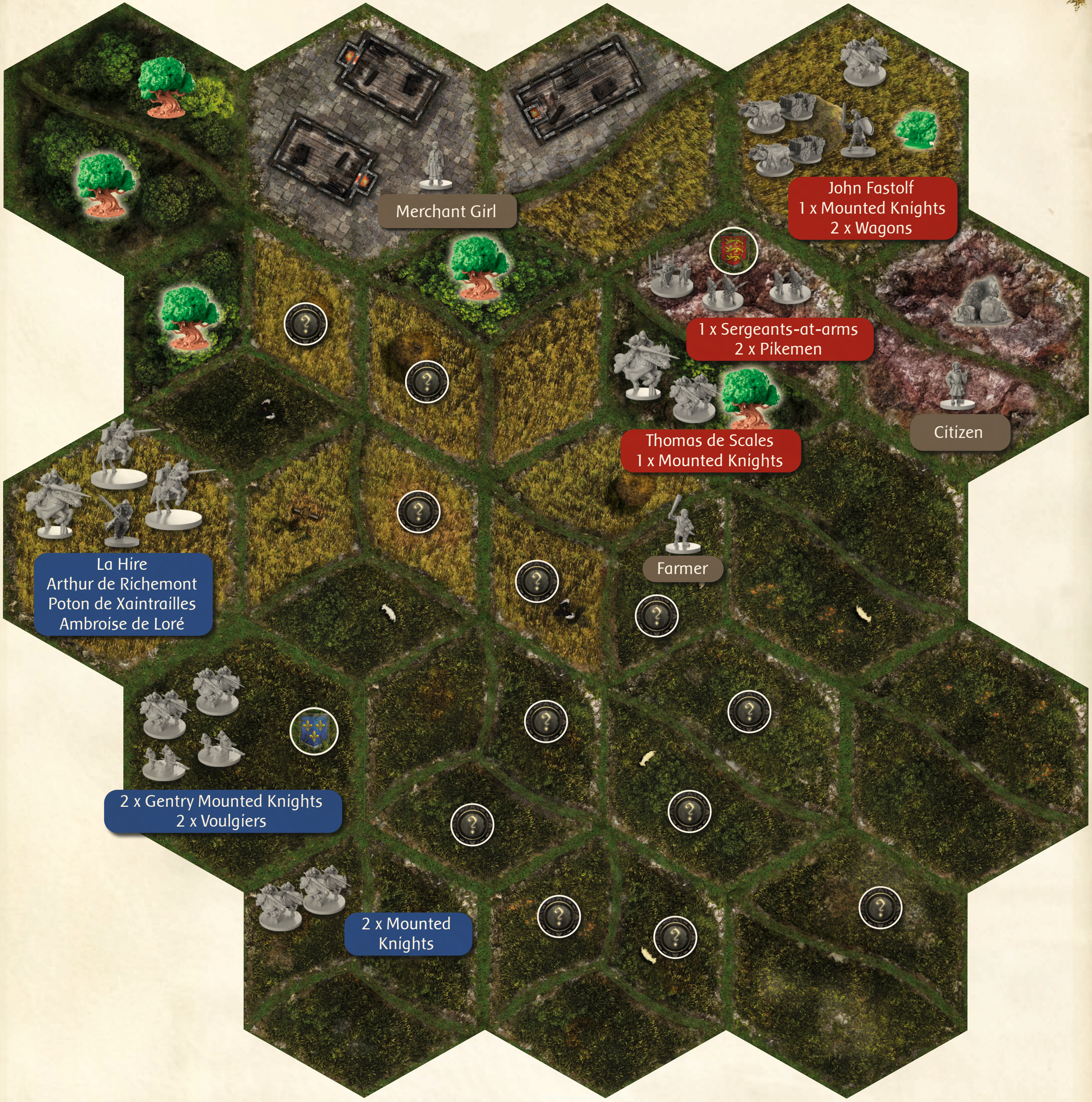
The *Bowmen* and *John Talbot* are hidden at the beginning of the game.

They are represented by 12 tokens to be placed on the board by the English player.

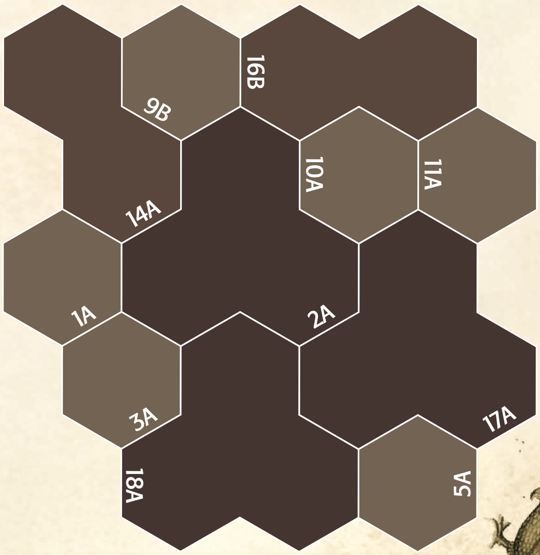
There are 6 blanks, 5 *Bowmen*, and 1 *John Talbot*. These tokens must be placed following these rules:

- There can only be 1 *Bowmen* unit per hex.
- *John Talbot* must be deployed in a hex containing a *Bowmen* unit.

Scenario tiles: 1, 2, 3, 5, 9, 10, 11, 14, 16, 17, 18


Merchant Girl
John Fastolf
1 x Mounted Knights
2 x Wagons
1 x Sergeants-at-arms
2 x Pikemen
Citizen
Thomas de Scales
1 x Mounted Knights
La Hire
Arthur de Richemont
Poton de Xaintrailles
Ambroise de Loré
Farmer
2 x Gentry Mounted Knights
2 x Voulgiers
2 x Mounted
Knights

If a token is activated or is in an area adjacent to a French unit, it is revealed. Hidden *Bowmen* units can be revealed and activated by Command actions. All tokens occupy 1 space in their area.


16B
9B
10A
11A
14A
1A
2A
3A
17A
18A
5A

WAGONS

Wagons cannot move in this scenario. A *Wagon* is destroyed if it suffers a , or result.

CIVILIANS

Civilians cannot participate in combat or move in this scenario.

SPECIAL CHARACTERS

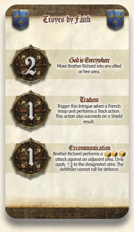
Some units in this scenario use single miniatures without bases: *Arthur de Richemont* and *Thomas de Scales* use a single *Mounted Knights* miniature.
The *Farmer* uses a single *Peasants* miniature.

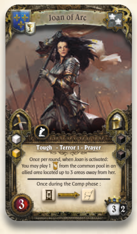
Troyes by Faith

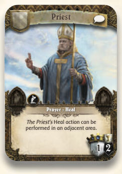
- 4th July, 1429 -

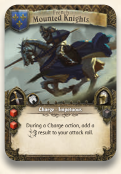
After freeing Orleans, Joan of Arc escorts the Dauphin to Reims for his coronation. They have to march through the Duke of Burgundy's lands to reach their destination, but their progress is blocked as soon as they reach Troyes. A preacher, Brother Richard, wants to meet Joan to exorcise her. Be it with holy water or psalms, nothing has any effect on the Maiden. Either charmed, seduced, or simply convinced, the religious brother goes back into town to spread the word to the citizens of Troyes, that Joan should be allowed to pass. The local Burgundian garrison has other ideas though...

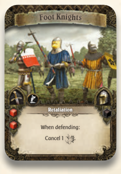
French player

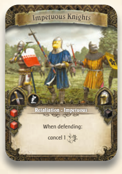

Intrigue

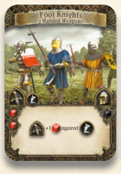

Joan of Arc (Level 2 Holy)

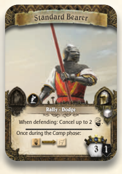

Priest (Brother Richard)

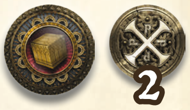

1 French Mounted Knights


1 Foot Knights

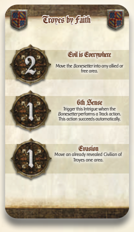

1 Impetuous Knights

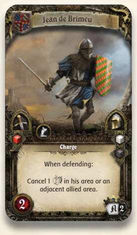

1 Foot Knights - 2 Handed Weapons

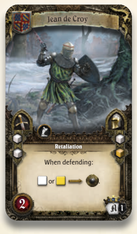

1 Standard Bearer

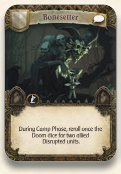


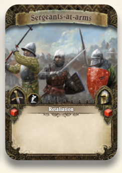
Burgundian player

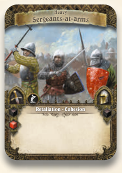

Intrigue

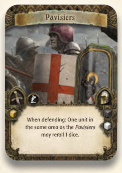

Jean de Brimeu

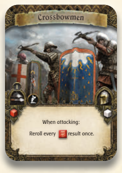

Jean de Croy

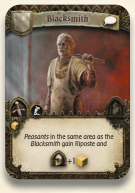

1 Bonesetter

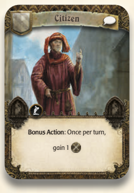

2 Sergeants-at-arms

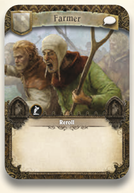

3 Heavy Sergeants-at-arms


2 Pavisiers

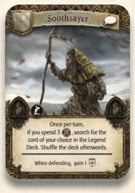

1 Crossbowmen

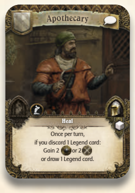

Blacksmith

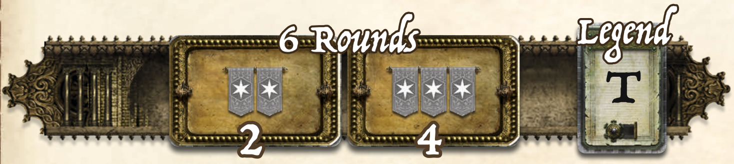

Citizen


Farmer

Troyes Civilians


Soothsayer


Apothecary



Victory Conditions

The player with the most victory points at the end of the 6th round wins the game.

French side victory points

- Converted Troyes Civilian: 1 VP
- Destroyed or Disrupted Burgundian Character: 1 VP
- *Bonesetter* removed from the game by Brother Richard: 1 VP

Burgundian side victory points

- Destroyed or Disrupted *Joan of Arc*: 2 VP
- Brother Richard is captured by a Burgundian unit: 1 VP
- Non-converted Civilians: 1 VP

If both players have the same number of victory points at the end of the 6th round, the game ends in a draw.

Rewards

Each player gains:

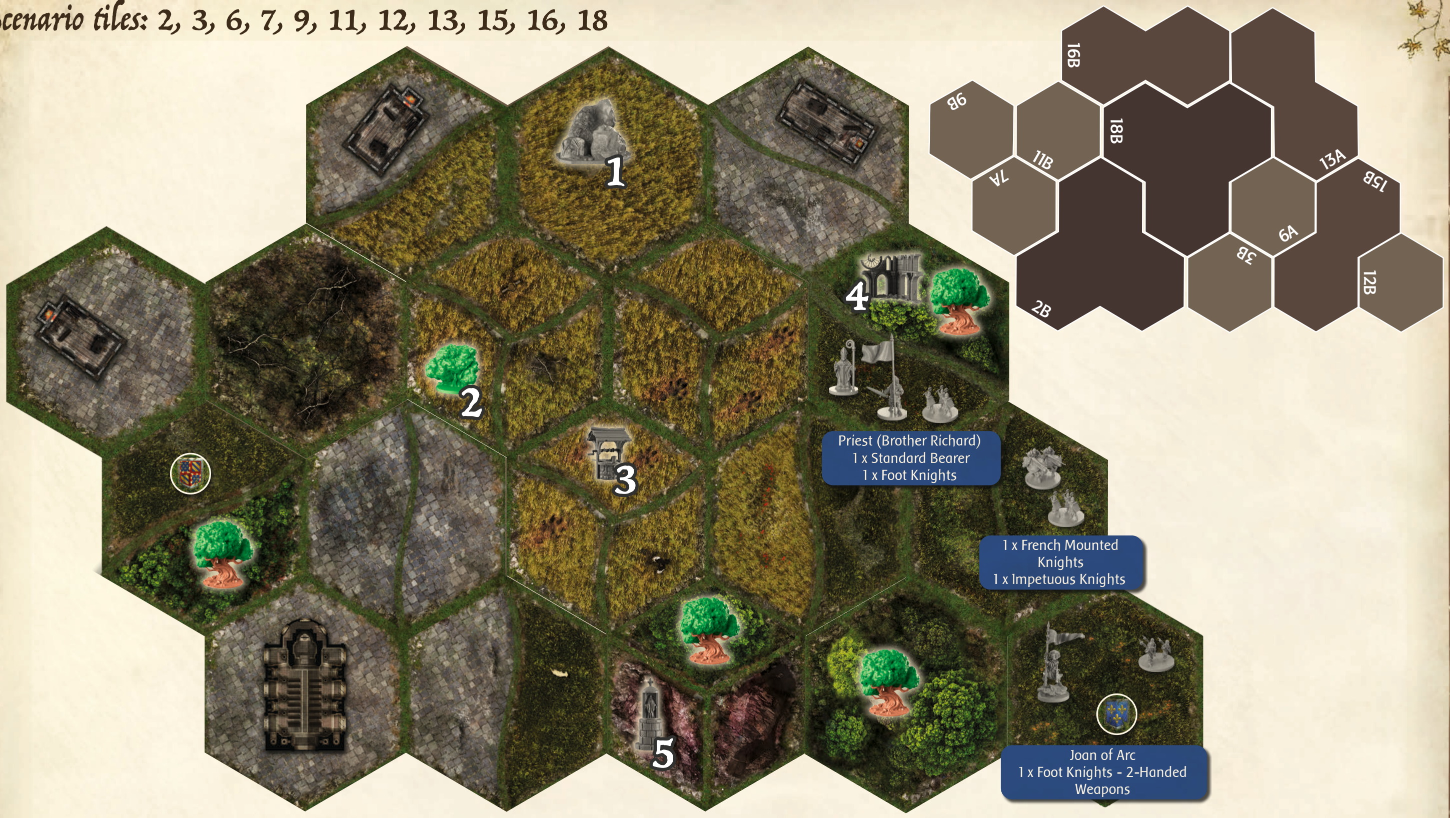
- 1 ⊗ for each destroyed enemy infantry unit.
- 2 ⊗ for each destroyed enemy cavalry unit.
- 3 ⊗ for each destroyed enemy Character.

Special Rules

BURGUNDIAN SECRET DEPLOYMENT

The Burgundian player deploys their units inside the buildings. They place their units' miniatures on each building's interior overlay. In order to keep this deployment secret, the Burgundian player should place these interior tiles under the game box's lid.

Scenario tiles: 2, 3, 6, 7, 9, 11, 12, 13, 15, 16, 18



Hint: place a generic token on one of the small houses, then place another identical token on the corresponding interior tile. This will help you remember which building contains which units.

FRIGHTENED TROYES CIVILIANS

The Civilians are hiding and aren't placed on the game board at the beginning of the game. A unit located in an area containing a numbered terrain element (from 1 to 5, see deployment diagram) can perform the **Track** action. When performing the **Track** action, roll a black dice. The unit performing the action will change its outcome:

- If the unit is a Troop, the action succeeds on a Kill result.
- If the unit is either *Joan of Arc*, *Jean de Croy* or *Jean de Brimeu*, the action succeeds on a Disrupted result.
- If the unit is either Brother Richard or the *Bonesetter*, the action succeeds on a Shield result.

When successfully performing the **Track** action, the Civilian with the same number as the terrain element (see below) is placed in the area. If the area is full, the player may move one allied unit of their choice from the area into an adjacent allied or free area.

1. Rock: *Apothecary*
2. Bush: *Farmer*
3. Well: *Citizen*
4. Ruins: *Blacksmith*
5. Shrine: *Soothsayer*

The **Track** action can only be performed **once per turn for each terrain element.**

CONVERTING A CIVILIAN (FRENCH)

Provincial Militia

At the beginning of the game, Troyes' Civilians are neutral units. They can however be converted by Brother Richard and *Joan of Arc* to join their cause. If *Joan of Arc* or Brother Richard initiate a Discussion with one of Troyes' Civilians, the Civilian is converted at the end of the Discussion (after resolving its effects). Remove the Civilian from play and replace it with a *Provincial Militia* unit, under the French side's control.

ENROLLING A CIVILIAN (FRENCH)

When *Jean de Croy* or *Jean de Brimeu* initiate a Discussion with one of Troyes' Civilians, they aren't removed from the game board afterwards. They remain in play and now belong to the Burgundian side. *Joan of Arc* and *Brother Richard* cannot Discuss with them anymore (place any token on the Civilian's profile card to show this effect).

THE BONESETTER AND BROTHER RICHARD

These two units aren't Civilians, but instead are Characters following these special rules:

They cannot participate in combat, nor be attacked; **and** they can move into any adjacent area, even if the area is an enemy area.

The Bonesetter

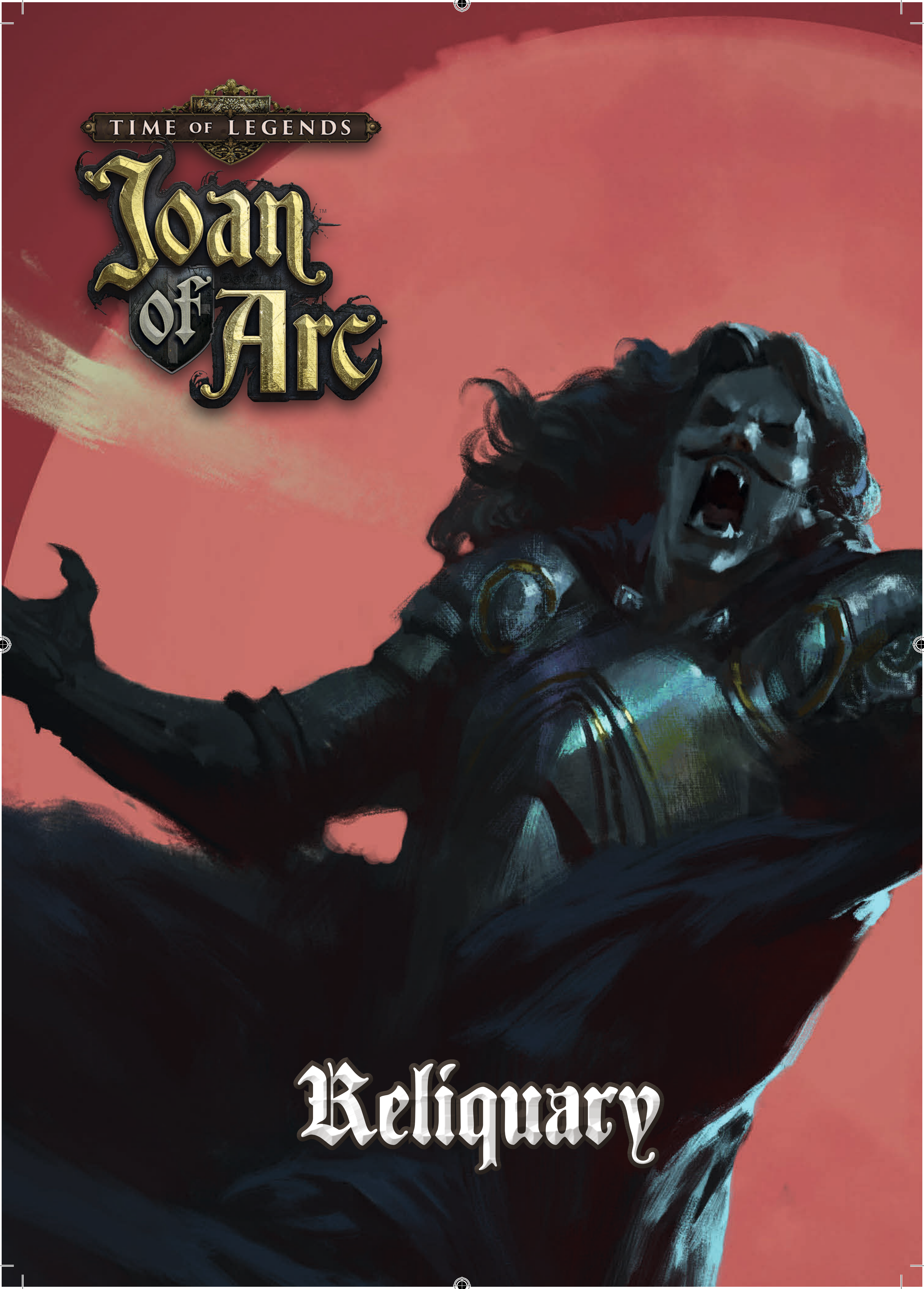
She can be activated by the Burgundian side. The *Bonesetter* disguises herself as *Joan of Arc*: when the *Bonesetter* is located in an area, *Joan of Arc* cannot move into that area (though she can attack the area). If the *Bonesetter* moves into an area containing *Joan of Arc*, the French player must move *Joan of Arc* into an adjacent free or allied area other than the area the *Bonesetter* came from. If *Joan of Arc* cannot move into an adjacent area, she suffers 1 Wound.

Brother Richard

He can be activated by the French side, and uses the *Priest's* miniature. If Brother Richard moves into the *Bonesetter's* area while no other enemy units are located in its area, remove the *Bonesetter* from the game. If Brother Richard is located in an enemy area containing at least one Burgundian unit, he is captured by one of those enemy units (of the Burgundian player's choice). Brother Richard must then follow all of the unit's movements, and can no longer move or be activated. Brother Richard is freed if he is located in a free or allied area.

TIME OF LEGENDS

Joan of Arc™



Reliquary

SUMMARY

THE PLAGUE 42
THE CHILD 44
NO MORE ROOM IN HELL 48
VLAD TEPES IN TARGOVISTE 52
BLOODTHIRST 54
MISTS IN DOMRÉMY 58

Credits

Game Designer: Pascal Bernard

Game Developers: Patrick Receveur & The Mythic Team

Historical Army Lists Developer: Hervé Caille, Pierre Soriot

Artwork: Bayard Wu, Stefan Kopinski, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demare, Solène Chastang, Juliette Pompanon

Tile Artist: Charles "Carl Art" Salom

Sculptors: Arnaud Boudoiron, Irek Zielinski, Olivier Thill, Grégory Clavilier

Studio Miniatures Painter: Sébastien Lavigne

Tour of Legends Contributors: Andy Cahard, Pierre-Alexandre Vigor, Vincent-Thierry Savidan, Ben & Peps, Romain Delavie, Mike Monnier, Pascal Vanpée, Gaël Taché, Mathieu Giroux, Jérôme Petit, Rodolphe Chambonnaud, Olivier Côte-Petit, Loïck Grimaud, Nicolas Lamberti, Stéphane Gérard, Florian Rambur

Communication Manager: Az Drummond

US Press Manager: Jenny Bendel

Art Directors: Stéphane Gantiez, David Rakoto

Graphic Assistants: Julien Fenoglio, Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Arnaud Marchand, Juliette Pompanon, Erwan Guellec

Rules Editors: Pascal Bernard, Patrick Receveur, Julien Borne, Yves Bernard, Jake Thornton, David Rakoto, Ben Clapperton, Mark Brendan, Anne Vétillard, Erwan Guellec

Playtesters: Nael Evain, Matthieu Mignon, Chloé Cheillan, Inès Jérôme Chouqi, Léa Lescuyer, Louis Guillon, Phillipe Villé, Erwan Guellec, Pierre Soriot and over 2000 people during our Tour of Legends!

Translators: Sylvain Broche, Anne Vétillard, Julien Fenoglio, Jean-Luc Bernard, Erwan Guellec

Localisation Manager : Anne Vétillard

Proofreaders: Norbert Schmitt, Francesco Mariottini, Mathew Somers, Laurent Mussot, Marc Caldéré, Bruno Cailloux, Ben Clapperton, Ella Colles, Thomas Giraud, Erwan Guellec, Heidi Lajos and all of the backers who helped us proofread the rules!

Scenario Writers: Pascal Bernard, Patrick Receveur, Ben & Peps, Inès Jérôme Chouqi, Romain Delavie, Vincent-Thierry Savidan, Phillipe Villé, Erwan Guellec

Flavour Texts: Patrick Receveur, Erwan Guellec

Miniature Preproduction: Laurent Levi, Aurélien Diot

Production Manager: Erwann Le Torrivellec

Sculptors and Artists Supervisor: Stéphane Gantiez

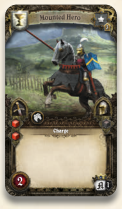
Publishers: Benoit Vogt & Léonidas Vesperini

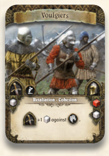
A huge thank you to our 11,195 backers
who made this project a reality!

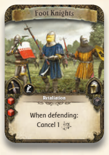
The Plague

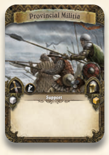
- Montpellier, February 1348 -

1348. The plague spreads mercilessly through cities: Messina, Genoa, Marseille... Everywhere, people fall. They abandon their homes to find refuge away from the sickness, but in doing so they bring the scourge with them. St Roch, who learnt about the plague with Dominican priests, decides to go back to his hometown to try and save its inhabitants from the relentless march of the people fleeing death... and bringing it with them.

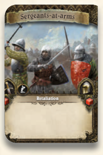

Mounted Hero (Saint Roch)

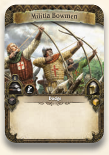

2 Voulgiers

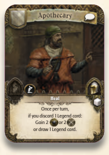

1 Foot Knights

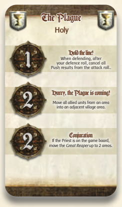

3 Provincial Militia

Holy player


4 Sergeants-at -arms


3 Militia Bowmen


Apothecary

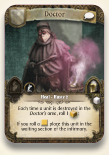

The Plague
Holy

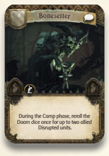
1 Hold the line!
When defending, after your defence roll, cancel all Push results from the attack roll..

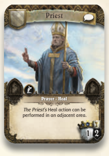
2 Hurry, the Plague is coming!
Move all allied units from an area into an adjacent village area.

2 Conjuration
If the Priest is on the game board, move the *Great Reaper* up to 2 areas.

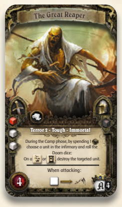
Intrigue card

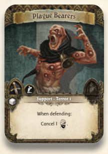

Doctor

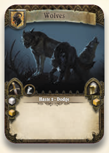

Bonesetter

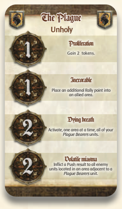

Priest

Unholy player


The Great Reaper


4 Plague Bearers


2 Wolves


The Plague
Unholy

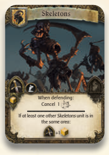
1 Proliferation
Gain 2 tokens.

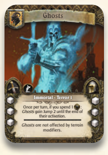
1 Inexorable
Place an additional Rally point into an allied area.

2 Dying breath
Activate, one area at a time, all of your *Plague Bearers* units.

2 Volatile miasma
Inflict a Push result to all enemy units located in an area adjacent to a *Plague Bearers* unit.

Intrigue card


5 Skeletons


2 Ghosts (see Hidden Cemetary special rule)

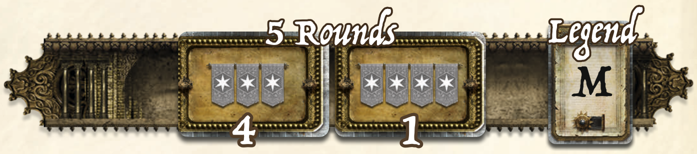
Rewards

Holy side:

- 1 ⊗ for each Disrupted troop from the Unholy side
- 3 ⊗ if the *Great Reaper* is Disrupted

Unholy side:

- 1 ⊗ for each troop from the Holy side destroyed
- 3 ⊗ when the *Mounted Hero* is destroyed



Victory conditions

The Unholy side wins the game if all Civilians are destroyed before the end of the game, or if 3 areas are contaminated.

The Holy side immediately wins the game if no *Plague Bearers* units are on the game board, or if the Unholy side hasn't won the game by the end of the 5th round.

Special rules

EMERGENCY

Players cannot Discuss with Civilians in this scenario. Civilians count as units belonging to the Holy side in this scenario.

Unholy side: When the *Priest* or the *Doctor* is destroyed, the Unholy side gains 2 ●. When the *Apothecary* or the *Bonesetter* is destroyed, the Unholy side gains 1 ●.

Holy side: When the *Apothecary* or *Bonesetter* moves into the church's area for the first time, the Holy side gains 2 ●. When the *Priest* or the *Doctor* moves into the church's area for the first time, the Holy side gains 1 ●.

CONTAMINATION

When a unit from the Unholy side moves into a village area containing a building for the first time, said area gets contaminated. Place a Plague token in the area. These tokens have no effect beyond counting towards the Unholy victory.

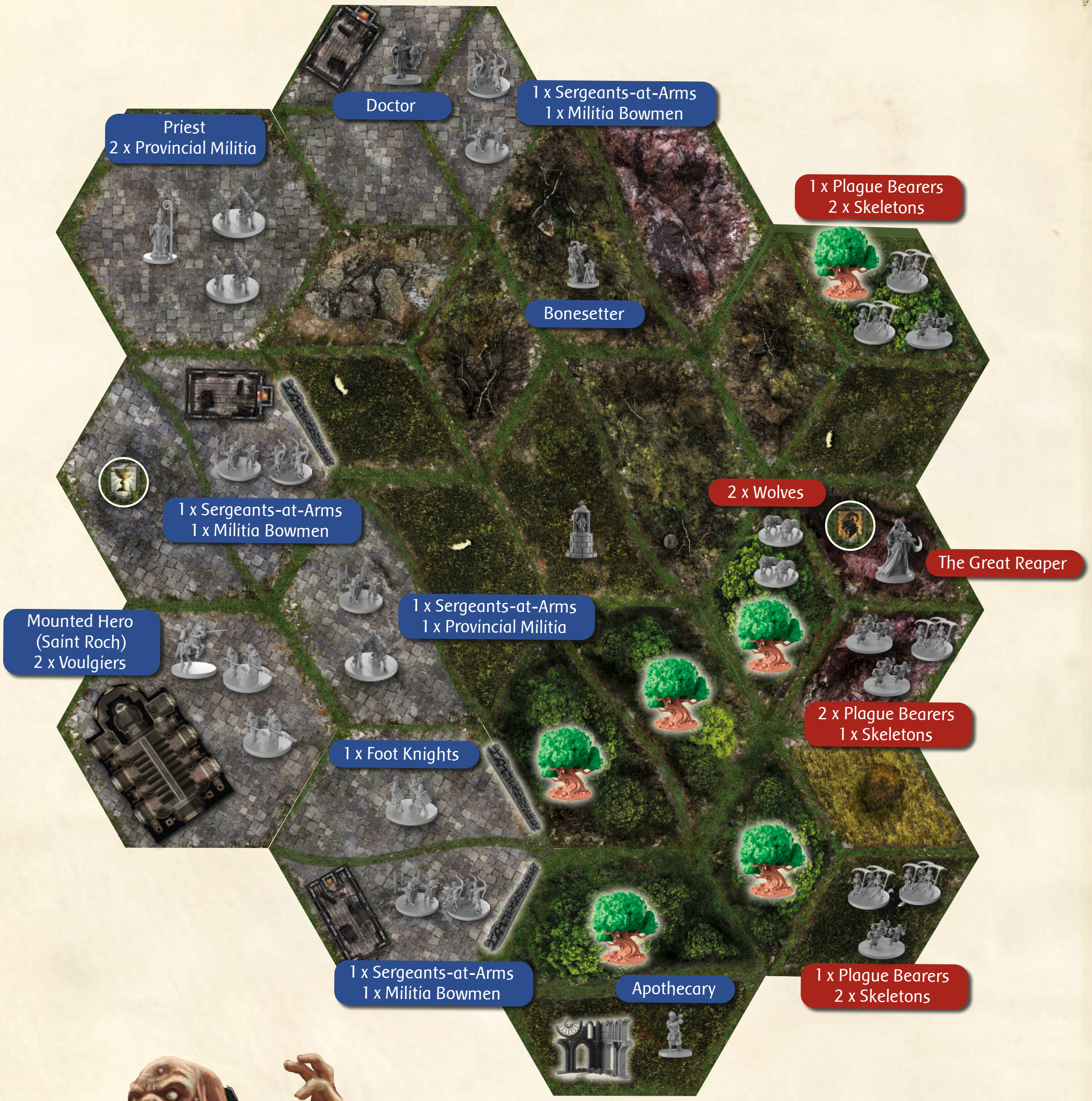
UNSTOPPABLE HORDE

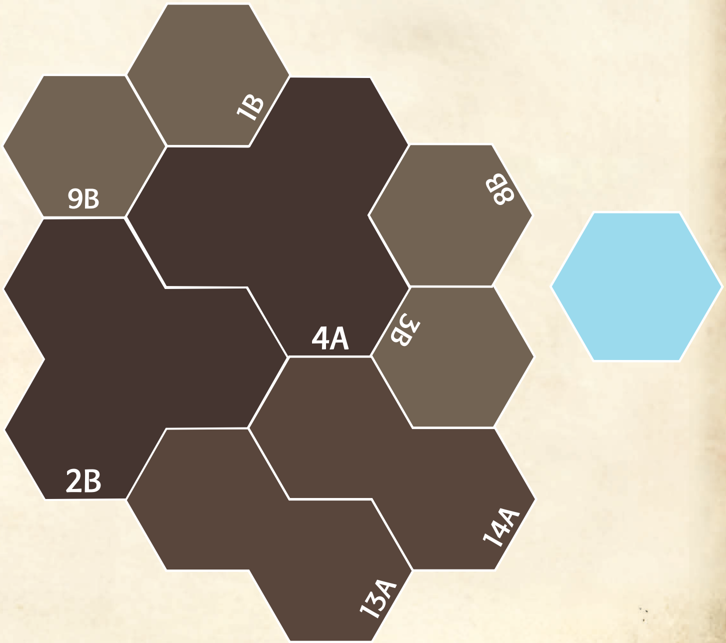
When a *Plague Bearers* unit suffers a ☠ result, place it in the delayed rally section of the infirmary. When a *Plague Bearers* unit suffers a ⚔ result, place it in the infirmary. During the Camp phase, all *Skeletons* and *Plague Bearers* units consider ☠ results on the Doom dice as ⚑ results.

HIDDEN CEMETERY

During their turn, the Unholy side can spend 3 ⊗ tokens to deploy a *Ghosts* unit in the ruins' area if it is either a free or allied area, as a Player action.

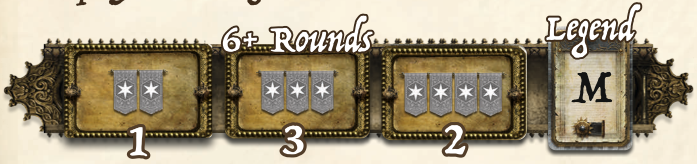
Scenario tiles: 1, 2, 3, 4, 8, 9, 13, 14, 1x Sky hex


Doctor
1 x Sergeants-at-Arms
1 x Militia Bowmen
Priest
2 x Provincial Militia
1 x Plague Bearers
2 x Skeletons
Bonesetter
1 x Sergeants-at-Arms
1 x Militia Bowmen
2 x Wolves
The Great Reaper
1 x Sergeants-at-Arms
1 x Provincial Militia
Mounted Hero
(Saint Roch)
2 x Voulgiers
2 x Plague Bearers
1 x Skeletons
1 x Foot Knights
1 x Sergeants-at-Arms
1 x Militia Bowmen
Apothecary
1 x Plague Bearers
2 x Skeletons

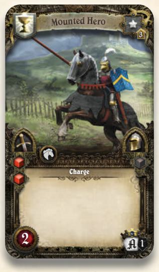

1B
9B
8B
4A
3B
2B
14A
13A

The Child

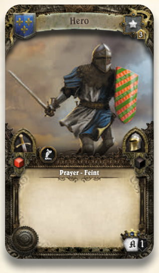
The people and the Church have rallied behind a commoner who is pregnant even though she is still a virgin. Chased by an enormous Beast, she must reach a safe place to give birth to the Saviour, envoy of God. Blessed by the Heavens, angels accompany her through her ordeal.



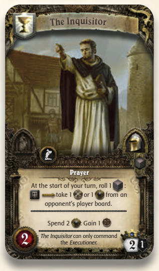
Holy Player



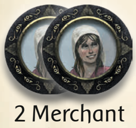
Mounted Hero

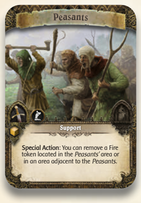


Hero

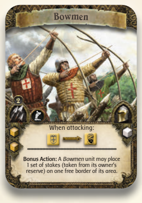


Inquisitor

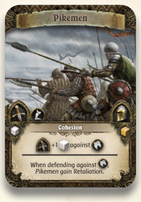

2 Merchant Girl Tokens



4 Peasants

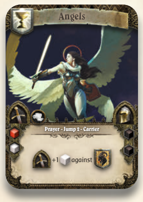


5 Bowmen

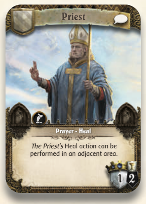


2 Pikemen

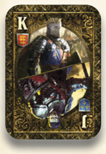
1 Merchant Girl Miniature

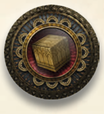


4 Angels

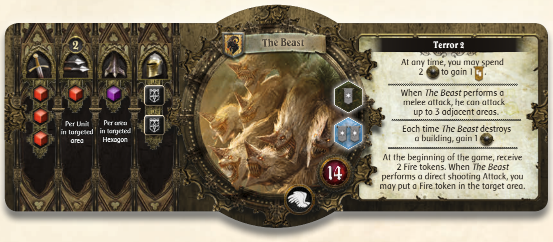


Priest

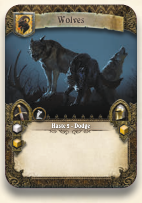




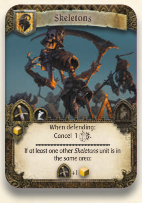
Unholy Player



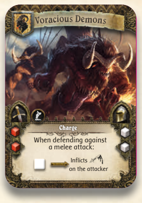
The Beast



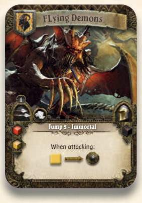
4 Wolves



5 Skeletons



2 Voracious Demons



2 Flying Demons

Victory conditions

The Holy side must fulfill the following objectives in order to win the game:

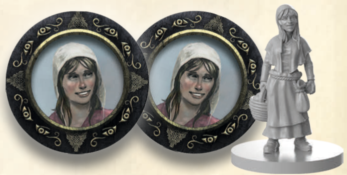
- Move a Merchant Girl inside a building so that she can give birth to the Saviour.
- Then move said Merchant girl into an area containing an Angel wings token (see diagram) so that she can flee the battlefield.

If one of these two objectives has not been met by the end of the game, the Unholy side wins the game.

Special rules

Mystification

The Holy forces are trying to trick *The Beast* and its acolytes: They must escort a Merchant Girl into a safe area so that she can give birth to the Saviour, but a decoy is also trying to reach said area.



Merchant Girl Tokens
Both Merchant Girl tokens are deployed at the beginning of the game (see diagram) and represent either the Saviour's mother or the decoy. Each of these tokens has Divine Protection (see Divine Protection). The first token to lose its Divine Protection is **always the decoy**. Discard said token. The remaining Merchant Girl token is **immediately** replaced with the Merchant Girl miniature (the Saviour's mother).

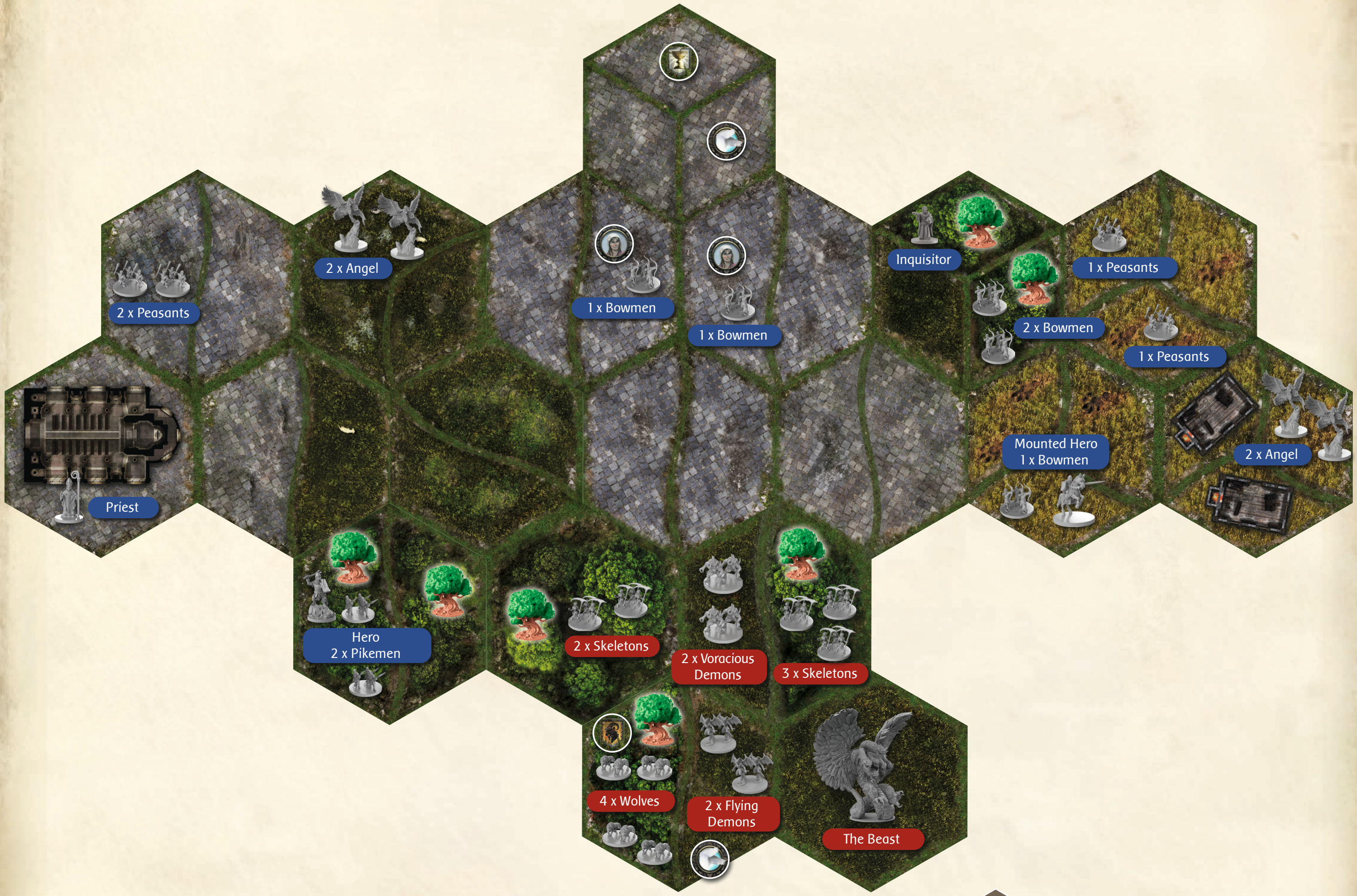
Divine Protection

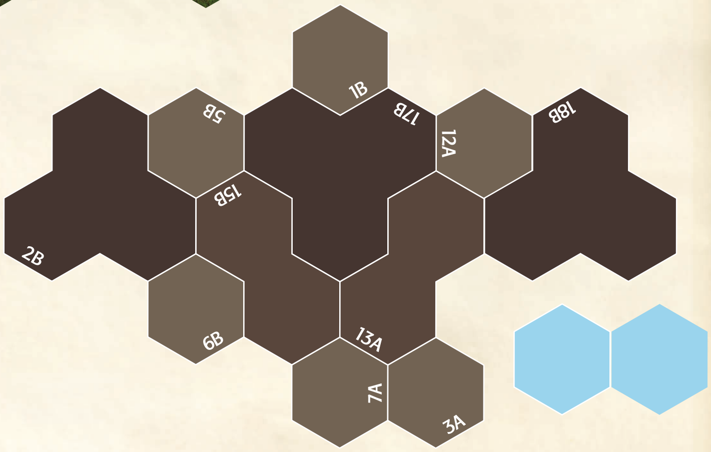
Each Merchant Girl (token or miniature) has its own **Divine Protection** with varying Resistance. Each Divine Protection has 2 Structure points and a defence value based on the Divine Influence (see Divine Influence chart, page 8).

As long as no Divine Protection has been destroyed, apply the following rules:

- An area containing a Merchant Girl can only contain one other unit, which cannot be a Merchant Girl (token).
- A Merchant Girl (token or miniature) moves following the usual rules, with movement actions.
- An area containing a Merchant Girl (token or miniature) cannot be targeted by normal attacks. Only Unholy attacks (see Unholy attack) and Gigantic attacks can target this area. Additionally, this area is immune to ✸ results.

Scenario tiles: 1, 2, 3, 5, 6, 7, 12, 13, 15, 17, 18, 2 Sky hex


2 x Peasants
2 x Angel
1 x Bowmen
1 x Bowmen
Inquisitor
1 x Peasants
2 x Bowmen
1 x Peasants
Priest
Mounted Hero
1 x Bowmen
2 x Angel
Hero
2 x Pikemen
2 x Skeletons
2 x Voracious Demons
3 x Skeletons
4 x Wolves
2 x Flying Demons
The Beast


1B
5B
17B
12A
18B
15B
2B
6B
13A
7A
3A

- Gigantic attacks and Unholy attacks (see Unholy attack) remove 1 Structure point from a targeted Divine Protection for each unblocked ☠ or ☻ .
- The Merchant Girl and its accompanying unit suffering from a ✋ are Pushed back together in the same area. If this isn't possible, ignore the ✋.

When a Divine Protection is reduced to 0 Structure points, it is destroyed. The other Merchant Girl immediately loses its Divine Protection and follows normal rules (it can be attacked normally, etc).

Unholy Attack

Unholy attack (Action – cost 1 ●): Roll 1 ■ for each unit participating in the attack. This attack can only target an area containing a Divine Protection. Only the Divine Protection's defence value is taken into account when defending against this attack.
Note: A Gigantic attack targeting an area containing a Divine Protection doesn't require the player to spend any ● .

Divine Child

As soon as a Merchant Girl token enters a building, replace it with the Merchant Girl's miniature. Immediately remove the second Merchant Girl token from the game. When the Merchant Girl's miniature is located in a building, it can give birth to the Saviour as a bonus action. The Divine Child is immediately sent to the heavens, raising Divine Influence by 3 points. Lastly, reassemble the Round pile to set it back to its original state, from the beginning of the game.

To the Death

All destroyed Skeletons and Peasants units are immediately placed in the waiting area of the infirmary.

Devotion

In this scenario, the Priest is not considered a Civilian (it cannot be Discussed with), but as a Character from the Holy side that cannot be recruited by the Unholy side.

Rewards

Both sides gain:

- 1 ⊗ for each destroyed enemy Infantry unit, except *Peasants* and *Skeletons* units.
- 3 ⊗ for each destroyed enemy Character.

Divine Influence

The Holy and Unholy forces' influence on the terrestrial world is symbolised by a special gauge: the Divine Influence gauge.
This gauge's level fluctuates based on specific actions performed by the players (see below). The Divine Protection's defence value also fluctuates based on the Divine Influence's current level.
In order to represent the Divine Influence's level, use the Divine Influence gauge. At the beginning of the game, the Divine Influence is set at 0.
If the Influence gauge's level goes over 0, the Holy player places the Holy token on the corresponding Divine Influence level.

If the Divine Influence level goes below 0, the Unholy player places the Unholy token on the corresponding Divine Influence level.

Actions that have an effect on the Divine Influence level:

Holy

- For each ⊗ spent during the Holy player's turn: Divine Influence +1.
- For each destroyed or Disrupted unit from the Unholy side: Divine Influence +1.
- When a Character from the Holy side performs the Prayer action (only once per Character and per turn): Divine Influence +1.
- If *The Beast* suffers at least 1 Wound during a round: Divine Influence +1.
- When the Merchant Girl gives birth to the Saviour: Divine Influence +3.

Unholy

- For each ◉ spent during the Unholy player's turn: Divine Influence -1.
- For each destroyed or Disrupted unit from the Holy side : Divine Influence -1.
- When a Divine Protection loses 1 Structure point: Divine Influence -1.
- For each destroyed unit with a Holy allegiance: Divine Influence -2 (instead of -1).

The following chart shows the various effects of the Divine Influence on the Divine Protection and on each player:

Influence gauge

	Holy Influence
7 to 9	The Divine Protection has 3 ■ when defending. At the beginning of each of their turns, the Holy side draws a Legend card.
4 to 6	The Divine Protection has 2 ■ when defending. At the beginning of each of their turns, the Holy side draws a Legend card.
0 to 3	The Divine Protection has 1 ■ when defending.
-1 to -3	The Divine Protection has no dice when defending. At the beginning of each of their turns, the Unholy side gains 1 ◉.
-4 to -6	The Divine Protection has no dice when defending. At the beginning of each of their turns, the Unholy side gains 1 ◉ and draws 1 Legend card.
-7 to -9	The Divine Protection has no dice when defending. At the beginning of each of their turns, the Unholy side gains 2 ◉ and draws 1 Legend card.

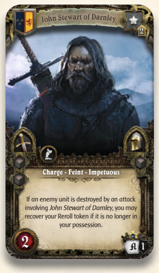
0
1
2
3
4
5
6
7
8
9
9
8
7
6

No More Room in Hell

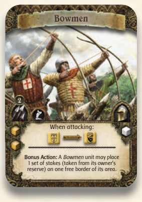
- Rouen, October 31st 1421 -

The Dead are rising from their graves and marching towards Rouen! Nobody knows why they're coming, though some suspect the coming of the Apocalypse... Heroes decide to band together and face the hordes of impish creatures, serving as Rouen's final hope against the Undead armies.

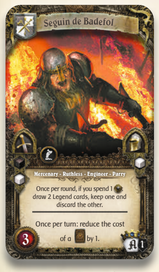
Player



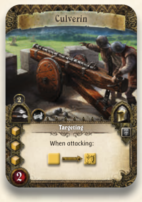
John Stewart of Darnley



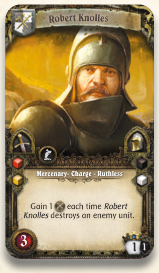
2 Bowmen



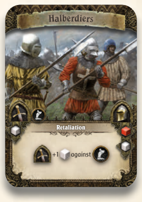
Seguin de Badefol



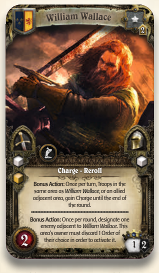
Culverin



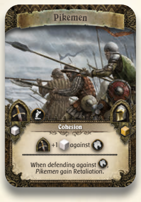
Robert Knolles



2 Halberdiers

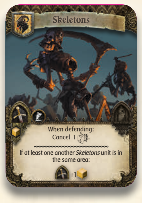


William Wallace

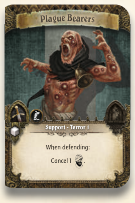


2 Pikemen

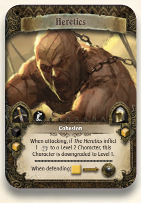
Army of the Dead
(AI)



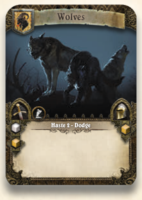
7 Skeletons



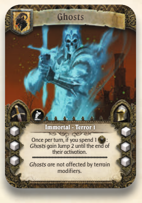
3 Plague Bearers



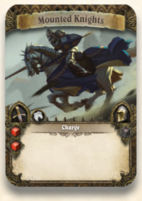
2 Heretics



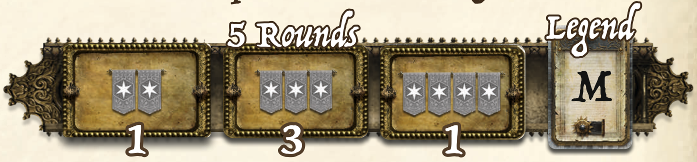
4 Wolves



2 Ghosts



2 Mounted Knights



Victory conditions

The player must stop the Army of the Dead from reaching the southernmost edge of the board, and thus the city of Rouen. This Army isn't controlled by a player, but by an AI system, explained below. Before the beginning of the game, choose a difficulty level:

- **Easy:** Player wins if 3 or less units from the Army of the Dead have exited through the southernmost edge of the board by the end of the 5th round.
- **Normal:** Player wins if 2 or less units from the Army of the Dead have exited through the southernmost edge of the board by the end of the 5th round.
- **Hard:** Player wins if 1 or less units from the Army of the Dead have exited through the southernmost edge of the board by the end of the 5th round.

Setup

Use the AI and Event special cards for this scenario. Every unit from the Army of the Dead follows its own AI card.

Randomly place all numbered tokens (numbered 1 to 9) face down in the areas shown on the setup diagram.

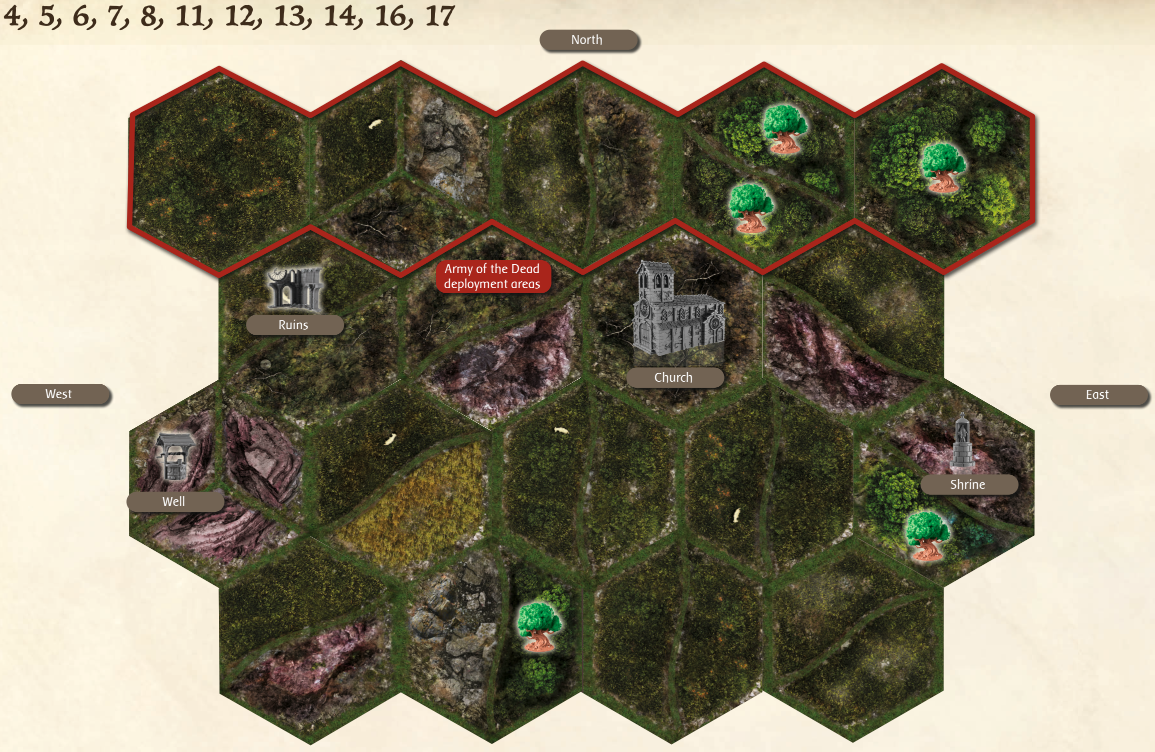
Then, deploy all your units in the hexes located on the southernmost edge of the board. Each hex can only contain one group of units. All units from the same group must be deployed in the same area.
Flip all numbered tokens. Each of these tokens represents a group of units from the Army of the Dead, deployed in the corresponding token's area.
Tokens 8 and 9 are decoys, and do not represent any group of units.

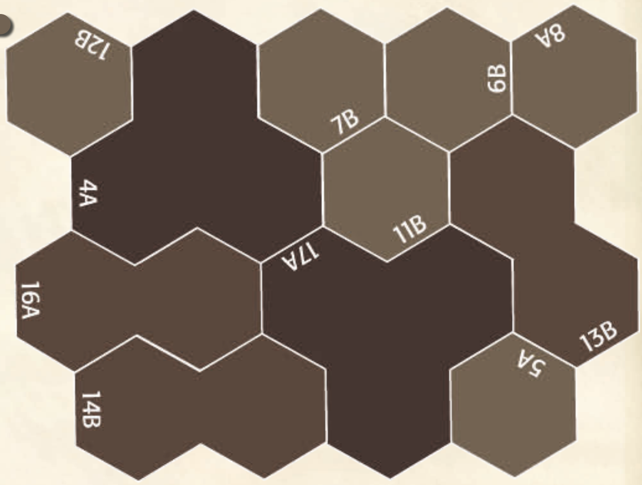
Deploy all unit groups in their corresponding area following this chart:

Number	1	2	3	4	5	6	7
Units	*1x Mounted Knights* *1x Heretics* *1x Plague Bearers*	*1x Skeletons* *1x Mounted Knights* *1x Wolves*	*1x Skeletons* *1x Plague Bearers* *1x Ghosts*	*1x Skeletons* *1x Wolves*	*1x Skeletons* *1x Wolves* *1x Heretics*	*1x Plague Bearers* *1x Wolves* *1x Skeletons*	*2x Skeletons* *1x Ghosts*

If you do not have enough Heretics miniatures, please use Flagellants and Penitents miniatures on their bases.

Scenario tiles: 4, 5, 6, 7, 8, 11, 12, 13, 14, 16, 17





The Army of the Dead

A) Determining the activation order of units/Threat tokens

Starting with the north-westernmost area of the board, and moving to the south-easternmost area of the board, activate all units from the Army of the Dead in the following order: *Heretics, Skeletons, Wolves, Plague Bearers, Ghosts, Mounted Knights*

B) Activation

Plague Bearers
ATTACK
MARCH FORWARD

To know how a unit from the Army of the Dead will act after being activated, please refer to its AI card. Act out the actions in order, starting with the first one. If you can't resolve the first action, try to resolve the second action and so on until one action is resolved.

If a unit from the Army of the Dead performs an attack, check immediately if the other units located in its area will participate in this attack. If they will, they do so in place of their activation this round.

C) Movement

If a unit from the Army of the Dead tries to move, throw a ■: If the result is 🛡, the unit will move south-west. Any other result has the unit moving south-east. If the unit's movement is obstructed in any way, it goes in the other direction.

The unit always chooses the shortest path to reach the southernmost edge of the board.

If for any reason the unit can't move south, then it doesn't move at all.

D) Relentless march

When a unit from the Army of the Dead inflicts a Push result onto one of the player's units, the unit suffering the Push will move in one of the following areas, following this priority:

- An adjacent non-full allied area.
- An adjacent non-full free area to the South. If two areas are possible destinations for the unit, follow the same rules as for the Army of the Dead's movement (C).

E) Unstoppable

Every unit from the Army of the Dead that participates in an attack on an adjacent area must Follow-up if the targeted area is empty.

F) Weakening the Dead

When attacking units from the Army of the Dead, allocate damage to these units in the following order:
Heretics, Skeletons, Wolves, Plague Bearers, Ghosts, Mounted Knights.

Each unit from the Army of the Dead yields different rewards to the player when Disrupted:

- *Heretics, Plague Bearers*: 1 ⊗

- *Mounted Knights*: 2 ⊗

- *Ghosts*: 1 ●

Wolves and *Skeletons* units do not give any rewards when Disrupted.

G) You can't kill what's already dead

All units from the Army of the Dead suffering a Killed or Disrupted result, or exiting the game board through its southernmost edge, are sent to the infirmary. Do not forget then to check your victory conditions.

H) The Undead return

Swarms of Undead are coming with no end in sight...

When the Doom dice is rolled for a unit from the Army of the Dead, all 💀 results count as 🏳 results, and all 🧔 results count as ⌛ results.
The other results from the Doom dice are treated as normal.

Units from the Army of the Dead are always rallied in the following areas:
1st rallied unit: Ruins area
2nd rallied unit: Church area
3rd rallied unit: Ruins area
4th rallied unit: Church area

All following rallied units are placed alternatively in the shrine's area and the well's area.
If a Rally area is full, the unit attempting to be deployed in said area is deployed in the next area instead. If no Rally area is available, the unit is placed in the waiting area of the infirmary.
If one of the Army of the Dead's Rally areas is occupied by player units when units from the Army of the Dead attempt to rally into it, all player units suffer a Push result without being able to defend themselves.

Round progress

The game rounds are made of 7 distinct phases.

1. Reveal the next Round card.

The player takes the Command Orders indicated on the Round card.
The player also receives 1 additional Command Order for each Character still in play.
A destroyed or Disrupted Character thus does not award any additional Command Orders to the player.

2. Draw the War Council cards and place them in the river.

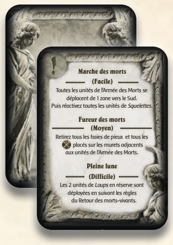
The player benefits from the effects of one War Council card of their choosing. The Army of the Dead doesn't benefit from the effects of any War Council card.

3. Activate player units.

The player spends their Orders to activate their units normally. Remove all Orders you played once your turn is over.

4. Activate the Army of the Dead.

The Army of the Dead's units are activated following the instructions on their AI cards, as stated previously.



Marche des morts
(Facile)
Toutes les unités de l'Armée des Morts se déplacent de 1 zone vers le Sud.
Puis réactivez toutes les unités de *Squelettes*.

Fureur des morts
(Moyen)
Retirez tous les haies de pieux et tous les ⊗ placés sur les murets adjacents aux unités de l'Armée des Morts.

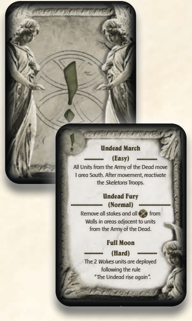
Pleine lune
(Difficile)
Les 2 unités de *Loups* en réserve sont déployées en suivant les règles du Retour des morts-vivants.

5. Camp phase.

Draw an Event card and resolve its effects based on the difficulty. Then, roll the Doom dice for all units in the infirmary.

6. End of the round.

Special rules



Undead March
(Easy)
All Units from the Army of the Dead move 1 area South. After movement, reactivate the *Skeletons* Troops.

Undead Fury
(Normal)
Remove all stakes and all ⊗ from Walls in areas adjacent to units from the Army of the Dead.

Full Moon
(Hard)
The 2 *Wolves* units are deployed following the rule "The Undead rise again".

Event Cards

An Event card is drawn at the end of every round, before rolling the Doom dice during the Camp phase.
Resolve the effect corresponding to the difficulty being played. If you can't resolve any effect from the card, all units from the Army of the Dead move southwards 1 area.

Warning! *You can't use Interrupt Orders during the resolution of Event cards.*

The Army of the Dead's reserve

The Army of the Dead's reserve is comprised of all the units located in the infirmary.

Stakes and walls

To delay the Army of the Dead, the player can setup fortifications:

- **Stakes:** During the player's turn, a unit can setup stakes on one of the edges of its area at the cost of an action. These can be reinforced using up to 2 ⊗ tokens. The player can only place 7 stakes throughout the game. Stakes give the following benefits to the player's units when they are attacked through them:

- Without any ⊗: 1 🟨 when defending.

- With 1 ⊗: 1 ⬜ when defending.

- With 2 ⊗: 1 ⬛ when defending.

- **Walls:** During the player's turn, a unit can setup a wall on one edge of its area at the cost of an action. The construction can be reinforced using up to 2 ⊗. The player can only place 5 walls throughout the game. Walls give the following benefits to the player's units when they are attacked through them:

- Without ⊗: 1 ⬜ with the Retaliation skill when defending.

- With 1 ⊗: 1 🟥 with the Retaliation skill when defending.

- With 2 ⊗: 1 ⬛ with the Retaliation skill when defending.

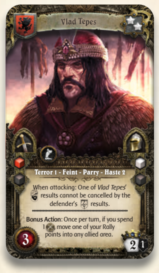
If one or more units from the Army of the Dead attempt to move through or perform a Follow-up after combat through stakes or walls, check the durability of these elements as opposed to the Army of the Dead's strength: if the number of units attempting to move is superior to the number of ⊗ allocated to the terrain element, destroy said element. Even when destroying a terrain element, the units from the Army of the Dead perform a Wait action instead of their movement.

Vlad Tepes in Targoviste

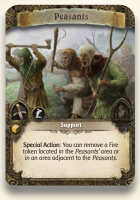
- June 18th, 1462 -

Mehmed II's gigantic Ottoman army, the one that conquered Constantinople, arrives in Wallachia to get revenge on its prince, who impaled hundreds of Ottoman warriors. The Wallachian prince is none other than Vlad Basarab III, also known as the Impaler, or Dracula!
Disguised as an Ottoman warrior, Vlad Tepes infiltrates the enemy encampment at night with a small army, and launches a surprise attack aimed at the Sultan. His men throw torches and bring utter chaos to the encampment while Vlad readies his pike, marching towards his target...

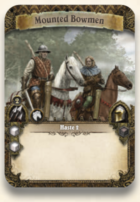
Wallachian Player


Vlad Tepes
Terror 1 - Feint - Parry - Haste 2
When attacking: One of Vlad Tepes' results cannot be cancelled by the defender's results.
Bonus Action: Once per turn, if you spend 1, move one of your Rally points into any allied area.
3
2
1

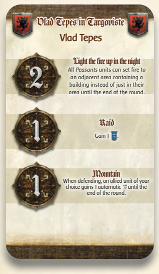
Vlad Tepes (Level 2)


Peasants
Support
Special Action: You can remove a Fire token located in the Peasants' area or in an area adjacent to the Peasants.

7 Peasants


Mounted Bowmen
2
Haste 2

2 Mounted Bowmen



Vlad Tepes in Targoviste

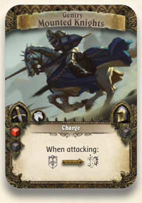
Vlad Tepes

2 **Light the fire up in the night**
All *Peasants* units can set fire to an adjacent area containing a building instead of just in their area until the end of the round.

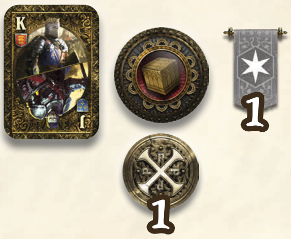
1 **Raid**
Gain 1 .

1 **Mountain**
When defending, an allied unit of your choice gains 1 automatic until the end of the round.

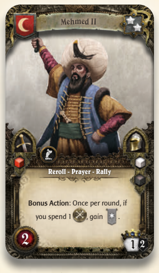
Intrigue


Gentry
Mounted Knights
Charge
When attacking:

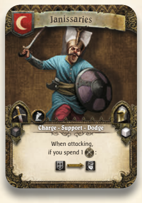
2 Gentry Mounted Knights



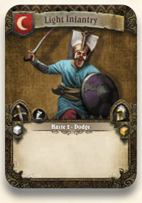
Ottoman Player


Mehmed II
Reroll - Prayer - Rally
Bonus Action: Once per round, if you spend 1, gain .
2
1
2

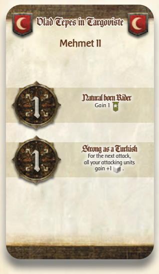
Mehmed II (Level 2)


Janissaries
Charge - Support - Dodge
When attacking, if you spend 1 :

2 Janissaries


Light Infantry
Haste 2 - Dodge

2 Light Infantry



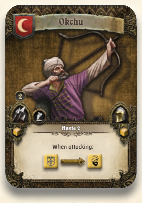
Vlad Tepes in Targoviste

Mehmet II

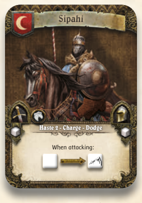
1 **Natural born Rider**
Gain 1

1 **Strong as a Turkish**
For the next attack, all your attacking units gain +1 .

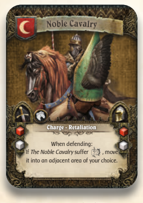
Intrigue


Okchu
2
Haste 2
When attacking:

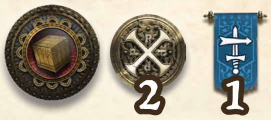
3 Okchu


Sipahi
Haste 2 - Charge - Dodge
When attacking:

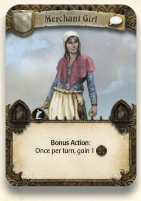
2 Sipahi


Noble Cavalry
Charge - Retaliation
When defending:
If The Noble Cavalry suffer , move it into an adjacent area of your choice.

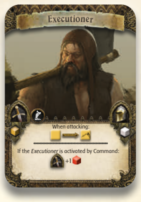
2 Noble Cavalry



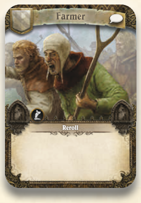
Civilians


Merchant Girl
Bonus Action:
Once per turn, gain 1

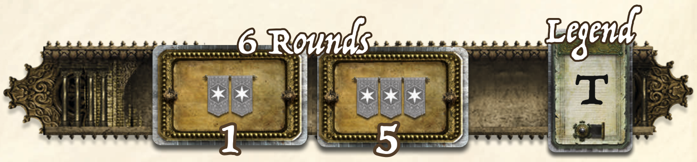
Merchant Girl


Executioner
When attacking:
If the Executioner is activated by Command:
+1

Executioner


Farmer
Reroll

Farmer


6 Rounds
Legend
1
5
T

Victory Conditions

The Wallachian side wins the game if *Mehmed II* is destroyed or Disrupted.

Any other result by the end of the 6th round results in the Ottoman side's victory.

Reward

Each player gains :

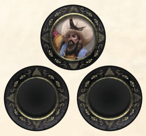
- 1 ⊗ for each enemy Infantry unit destroyed.
- 2 ⊗ for each enemy Cavalry unit destroyed.
- 3 ⊗ for each enemy Character destroyed.

The Wallachian player gains 1 ⊗ for each building set on fire.

Special rules

SETUP

If you possess the *Village Pack* expansion, we recommend you use 3 tents in this scenario. Otherwise, use any 3 buildings.

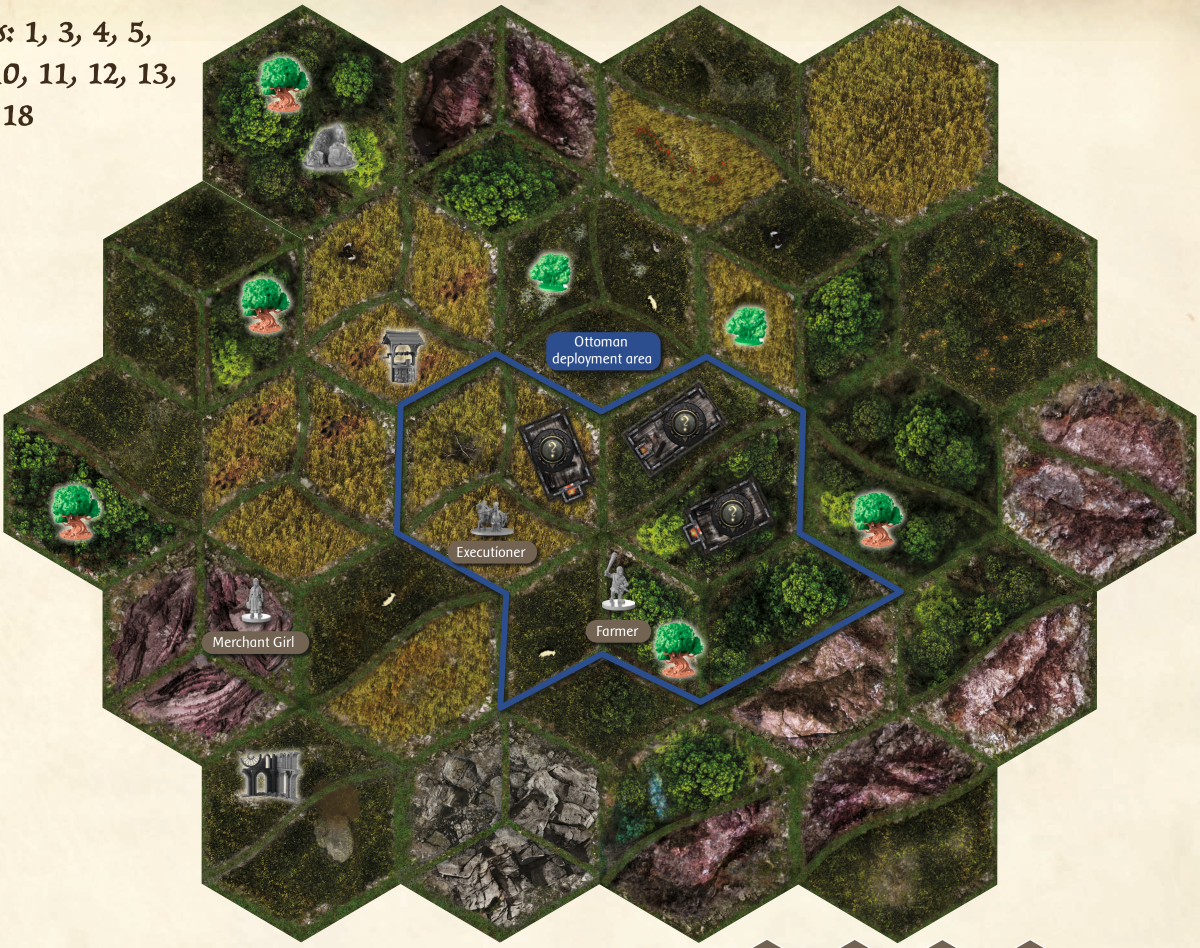


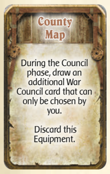
At the beginning of the game, the Ottoman side picks 3 tokens, and designates one as being *Mehmed II*. The Ottoman side then sets these 3 tokens face down on the tents or houses interior overlays.
Each time a Wallachian unit is in an area containing a building, flip the corresponding token. If *Mehmed II* is revealed, swap it with the *Mehmed II* miniature and remove the other hidden tokens from the board. If not, remove the token from play.

The Ottoman side places all their units on the board first. There can't be more than 3 units (tokens included) in the same area.

The Wallachian side then places their units in the areas bordering the game board.

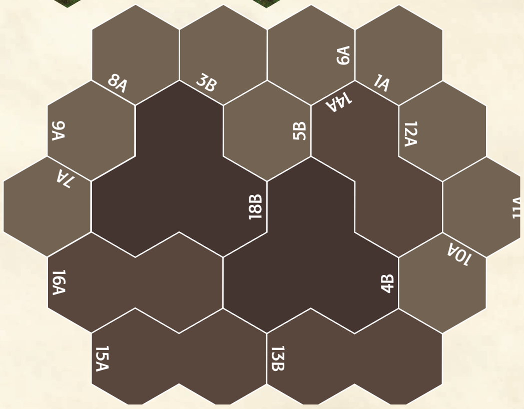
Scenario tiles: 1, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18


Ottoman deployment area
Executioner
Merchant Girl
Farmer


County Map
During the Council phase, draw an additional War Council card that can only be chosen by you.
Discard this Equipment.

KNOWING THE TERRAIN

In this scenario, *Mehmed II* begins the game with the Country Map Equipment card. This Equipment card is not discarded after use.


8A
3B
6A
1A
9A
14A
5B
12A
7A
18B
11A
10A
16A
4B
15A
13B

MEHMED II SLEEPS SOUNDLY

Mehmed II's first activation during this scenario requires its owner to reveal *Mehmed II* if he isn't already on the board, and to discard 1 additional Order of their choice.

NIGHT ATTACK

The range of Ranged attacks and Command is reduced to 1 hex during this scenario.

In this scenario, all units except the *Peasants* units can only perform one Move action per turn (this includes Follow-up after combat). If a group of units containing a *Peasants* unit perform a Move action, all units in this group can perform 1 and only 1 additional Move action this turn.

TORCH

Every *Peasants* unit from the Wallachian side begins the game with a Torch (Fire token). At the cost of an action, *Peasants* units can throw their Torch at a building in their area. Throw a ■ : On a ⚜ result, the building is set on fire. Any other result has the action fail, remove the Fire token from the board. During the Camp phase, each unit located in a building that has been set on fire suffers 1 red dice damage.

RALLY POINTS

After deploying their units, the Ottoman side places their Rally point in any area containing a building. The Wallachian side's Rally point is placed in Vlad Tepes' deployment area.

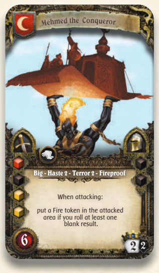
2-4

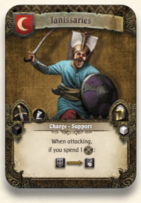
Bloodthirst

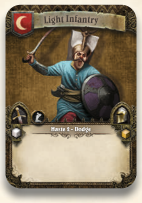
- June 18th, 1462 -

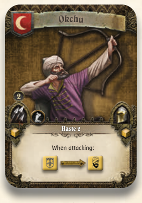
Led by Mehmed the Conqueror, carried by his favorite djinni, the Ottoman forces destroy Vlad Tepes' lands and reduce its people to slavery. Even Radu the Handsome, Vlad's step brother, has allied his forces with the Turkish invaders! Driven into a corner, Vlad Tepes reveals his darker side and becomes Dracula, the Prince of Darkness. After impaling innocents and having gorged on their blood, he summons hellish creatures to overthrow the invaders.

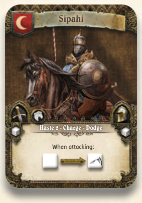
Mehmed the Conqueror Player

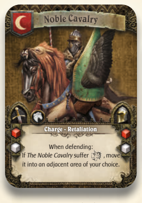

Mehmed the Conqueror

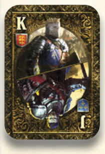

2 Janissaries


2 Light Infantry

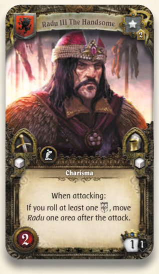

3 Okchu

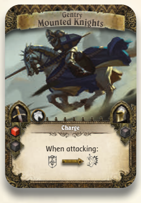

2 Sipahi

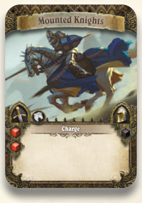

2 Noble Cavalry

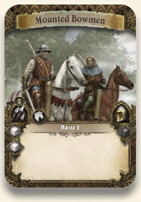


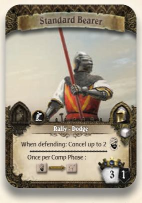
Radu III Player


Radu III the Handsome

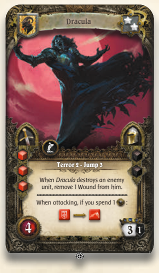

4 Gentry Mounted Knigths

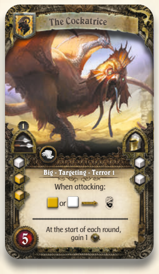

3 Mounted Knights

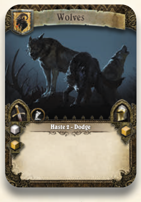

3 Mounted Bowmen

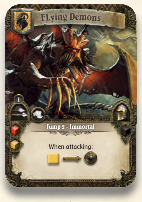

1 Standard Bearer

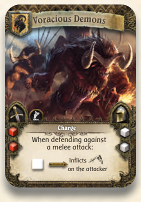
Dracula Player


Dracula (Level 2)

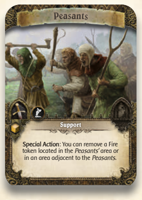

The Cockatrice

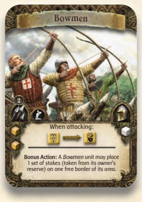

6 Wolves

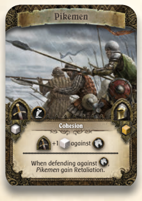

2 Flying Demons

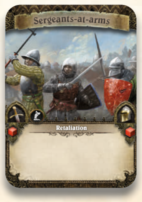

2 Voracious Demons

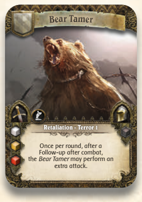
Wallachian Player


7 Peasants

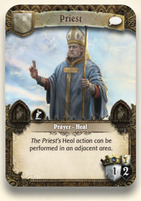

6 Bowmen

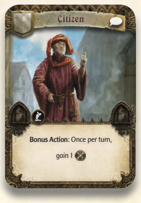

6 Pikemen

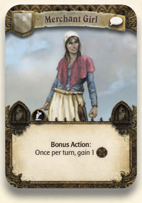

3 Sergeants-at-arms

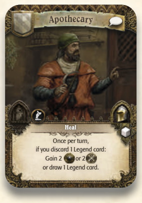

1 Bear Tamer

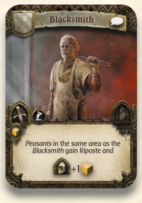
Civilians

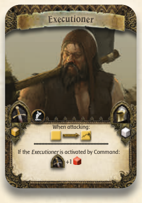

Priest


Citizen

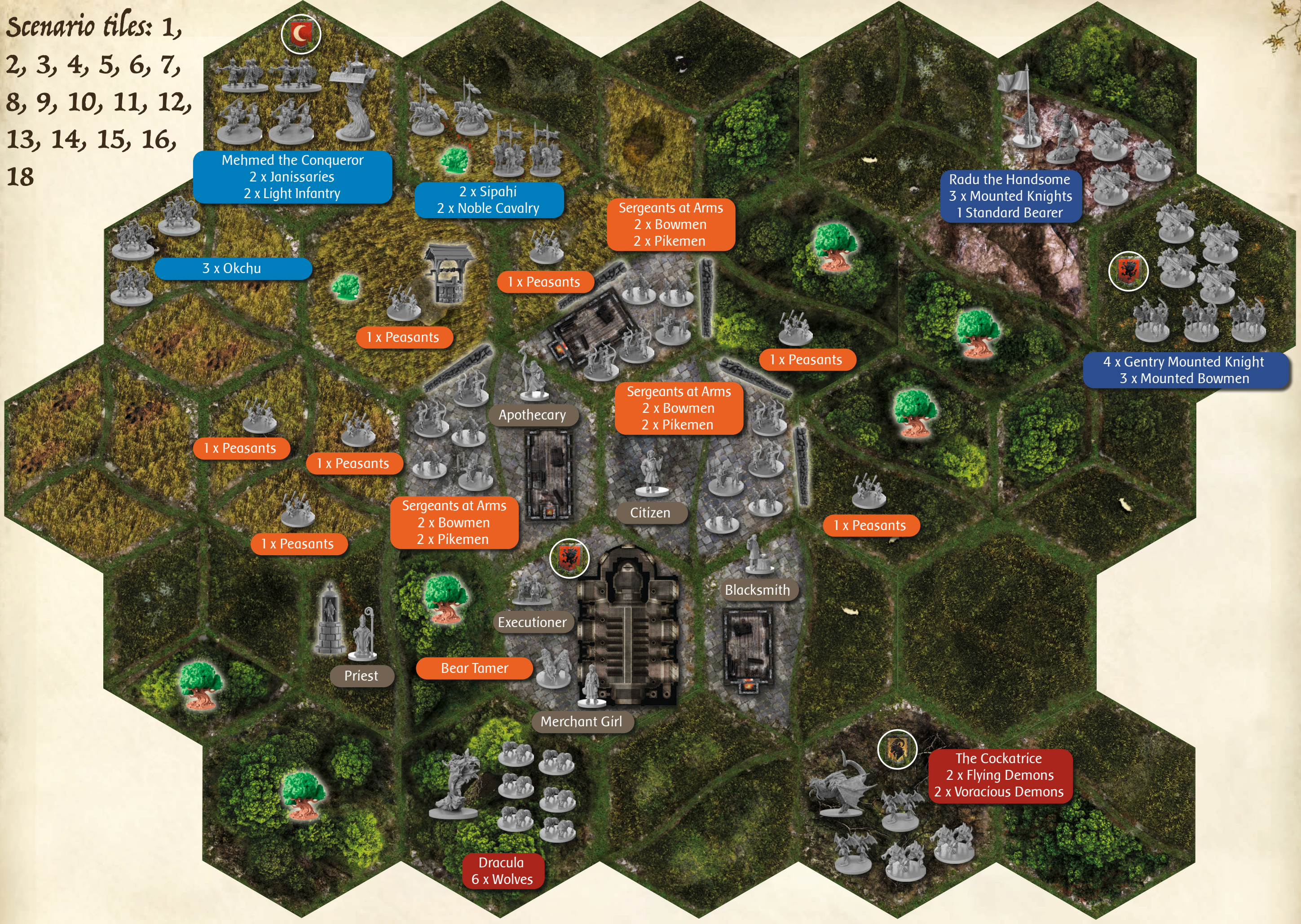

Merchant Girl

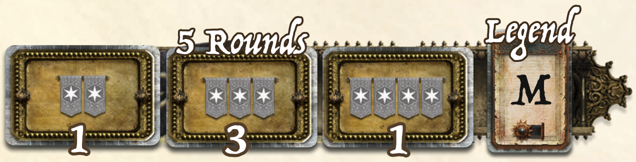

Apothecary


Blacksmith


Executioner

Scenario tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18


Mehmed the Conqueror
2 x Janissaries
2 x Light Infantry
2 x Sipahi
2 x Noble Cavalry
Sergeants at Arms
2 x Bowmen
2 x Pikemen
Radu the Handsome
3 x Mounted Knights
1 Standard Bearer
3 x Okchu
1 x Peasants
1 x Peasants
1 x Peasants
4 x Gentry Mounted Knight
3 x Mounted Bowmen
Apothecary
Sergeants at Arms
2 x Bowmen
2 x Pikemen
1 x Peasants
1 x Peasants
Sergeants at Arms
2 x Bowmen
2 x Pikemen
Citizen
1 x Peasants
1 x Peasants
Blacksmith
Executioner
Priest
Bear Tamer
Merchant Girl
The Cockatrice
2 x Flying Demons
2 x Voracious Demons
Dracula
6 x Wolves


5 Rounds
Legend
1
3
1
M

Victory Conditions

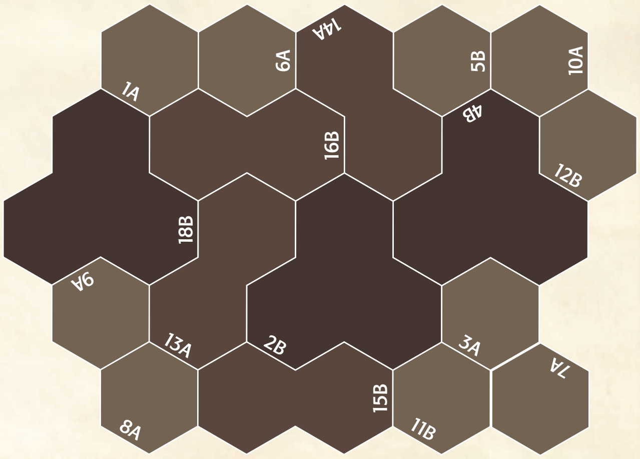
The army with the most Victory Points (VP) at the end of the 5th round wins the game. Disrupted units are counted towards the Victory Points total at the end of the 5th round.

Mehmed the Conqueror's Army
- Building on fire: +1 VP
- Wallachian or Civilian unit enslaved: +1 VP

Radu III the Handsome's Army
- Impaled Civilian: +2 VP
- *Dracula* Disrupted or destroyed by Radu's units: +3 VP
- *Wolves* unit destroyed by Radu's units: +1 VP

Dracula's Army
Only gains Victory Points if they destroy or Disrupt units on their own.
- Ottoman units destroyed or Disrupted: +1 VP
- *Mehmed the Conqueror* destroyed or Disrupted: +3 VP
- *Radu III the Handsome* destroyed or Disrupted: +3 VP

Wallachian Army
- *Peasants* unit in play at the end of the game: +1 VP
- Civilian still in play at the end of the game: +1 VP
- Intact building at the end of the game: +1 VP


14A
6A
1A
5B
10A
4B
16B
12B
18B
9A
13A
2B
3A
7A
8A
15B
11B

If there is a draw, the Wallachian army wins the game.
If there are less than 4 players during this scenario, a player controlling multiple armies wins the game if one of their armies wins the game.

Rewards

Each player gains:

- 1 ⊗ for each enemy Infantry/Civilian unit destroyed or building set on fire.
- 2 ⊗ for each enemy Cavalry unit destroyed.
- 3 ⊗ for each Character / Creature destroyed.

Special Rules

Number of players

When playing with 2 players, one player controls *Mehmed*'s army and *Radu*'s army, while the other controls the Wallachian army and *Dracula*'s army.

When playing with 3 players, one player controls the Wallachian army and *Dracula*'s army, while the others control *Mehmed*'s and *Radu*'s army, respectively.

When playing with 4 players, each player takes control of one army.

TURN ORDER

Mehmed the Conqueror, Dracula, Radu, Wallachian.

Alliance

Mehmed's and *Radu*'s armies can't attack each other, nor can their units be in the same area.

Under the prince's control

The Wallachian side cannot attack *Dracula*'s units, nor can their units be in the same area. *Dracula*'s troops can attack units from any side except their own (this includes Civilians). If *Dracula* is in an area containing a Civilian unit, he can destroy the unit immediately after discussing with it.

Bloodthirst

When *Dracula* destroys a Civilian unit, he can remove 1 Wound from his Character card.

Slavery

A human unit destroyed or Disrupted by the attack of an Ottoman unit becomes a slave. All Ottoman units can enslave civilians by moving in their area. Once enslaved, a civilian is removed from play.

Setting buildings on fire

The Ottoman side can set buildings on fire. All Ottoman Troops have the Engineer skill for that purpose, but cannot install barricades.

Impaling your brother's favourites

All units from *Radu*'s side can immediately destroy Civilian units by moving into their area (they get impaled).

Local gossip

The Wallachian side cannot earn any Intrigue tokens by discussing with Civilians, since they don't have a Character that can initiate a Discussion.
If a *Peasants* unit is destroyed or enslaved, the Wallachian side gains 1 Intrigue token.

Walls

Units attacked from an adjacent area across a wall can cancel 1 result for each defending unit in the area.

Units attacking an area separated from theirs with a wall cannot Follow-up after their attack.

The defensive bonuses offered by walls aren't applied against Ranged attacks.

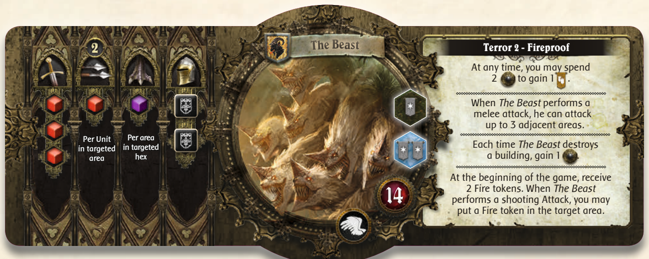
Wolf Pelts

Any *Wolves* units destroyed by one of Radu's army's units are then moved into *Radu III the Handsome*'s area, under his owner's control.

Mists in Domrémy

It is said that when Joan of Arc was travelling to her birthplace of Domrémy in north east France to seek guidance from heaven is when the Archangel Michael appeared to her for the first time. When she reached Domrémy and was kneeling in the fields, praying to God for guidance and forgiveness, another angel heard her and decided to approach her. But prayers can also be heard in hell, and the Devil decided to try and claim her soul. Joan denied his offer three times which enraged the Devil so much so that he sent the Beast to burn her village to the ground and mark the villagers. Mists now cover the fields and forests of Domrémy, and the demons rush in to attack Joan of Arc!

Unholy
Player


2
Per Unit in targeted area
Per area in targeted hex
The Beast
14
Terror 2 - Fireproof

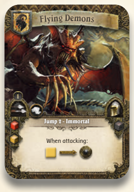
At any time, you may spend 2 ● to gain 1 ▮.

When *The Beast* performs a melee attack, he can attack up to 3 adjacent areas.

Each time *The Beast* destroys a building, gain 1 ●.

At the beginning of the game, receive 2 Fire tokens. When *The Beast* performs a shooting Attack, you may put a Fire token in the target area.

The Beast

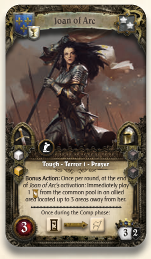


When attacking:

1 Flying
Demons

See special
Rules "Mark of the Beast" and
"Beast's secondary action"

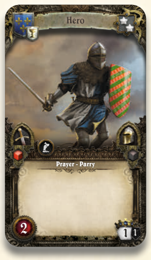
Holy
Player



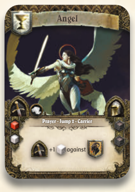
Bonus Action: Once per round, at the end of *Joan of Arc's* activation: Immediately play 1 ▮ from the common pool in an allied area located up to 3 areas away from her.

Once during the Camp phase:

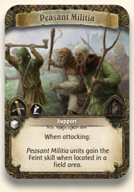
Joan of Arc



Guard



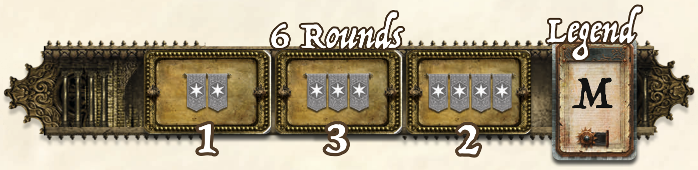
1 Angel



When attacking:

Peasant Militia units gain the Feint skill when located in a field area.

6 Civilians



Victory Conditions

Before the beginning of the game, choose a difficulty level:

NORMAL
Major Victory: A major victory is achieved if the *Beast* is destroyed or if *Joan of Arc* survived and saved 4 *Civilians*.

Minor Victory: A minor victory is achieved if *Joan of Arc* survived and saved 3 *Civilians*.

Defeat: If *Joan of Arc* dies or there is any other result by the end of the final round the player is defeated.

HARD
Major Victory: A major victory is achieved if the *Beast* is destroyed or if *Joan of Arc* survived and saved 5 *Civilians*.

Minor Victory: A minor victory is achieved if *Joan of Arc* survived and saved 4 *Civilians*.

Defeat: If *Joan of Arc* dies or there is any other result by the end of the final round the player is defeated.

Rounds

In this scenario, a round consists of the 4 following phases:

1. Council Phase
2. Player's turn
3. Beast's turn
4. Flying Demon's turn
5. Camp Phase

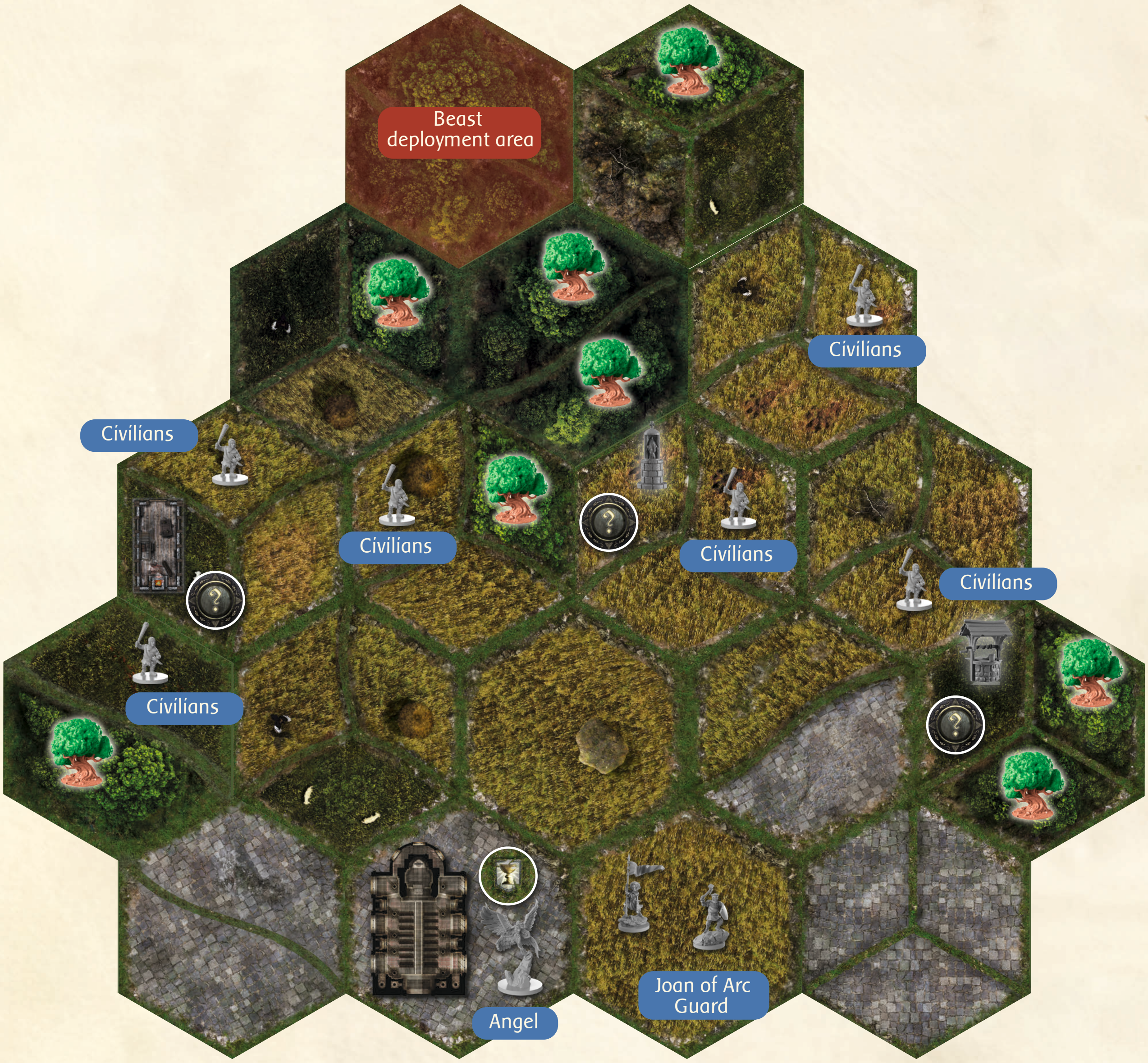
Setup

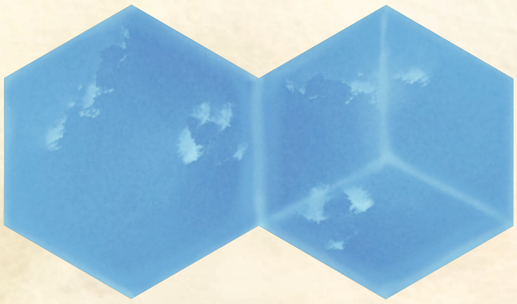
Before the beginning of the game, randomly place the tokens numbered 1 through 3 face down in the areas designated on the map. These tokens represent sites of interest that the player needs to explore (see Special rule: Unnatural Mists).

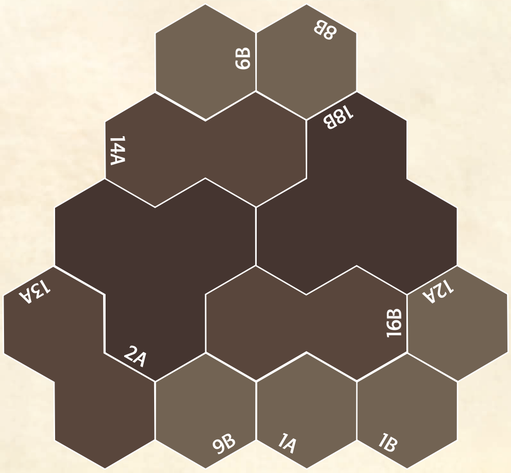
Roll the doom dice:

- On a killed result place the *Beast* on any of the sky hex tiles.
- On any other result place *Beast* in the red area.

Scenario tiles: 1, 1, 2, 6, 8, 9, 12, 13, 14, 16, 18, 2 sky hexes


Beast deployment area
Civilians
Civilians
Civilians
Civilians
Civilians
Civilians
Angel
Joan of Arc Guard




8B
6B
18B
14A
13A
2A
12A
16B
9B
1A
1B

Special rules

INTERRUPT ORDER

The Interrupt order can only be played after the Beast's turn and before the Flying Demons' turn.

CIVILIANS

In this scenario, all *Civilians* are considered units of the Holy army and can thus be activated even when by themselves. Use a single *peasant militia* miniature to represent the *Civilians*.

UNNATURAL MIST

The mists need to be explored. They appeared once the *Beast* was summoned by the Devil. They seem to be small maelstroms and only *Joan of Arc* can unravel their mystery. Whenever you activate one of these areas and *Joan of Arc* is in it you may reveal, as a bonus action, the numbered token and read the designated entry.

① There is a glowing sword in the center of the maelstrom. You recognise Archangel Michael's weapon. You may spend 2 ● to use his sword and throw it at the Beast to make a non-preventable shooting attack Range (2), 🟥 🟥 🟥 ⬜. You may then remove the numbered token.

② The Sacred Banner of St. Dennis stands in the middle of the maelstrom. You may spend 2 ● to get the tactic card Oriflamme and then remove the numbered token.

③ There are unholy marks on a person-sized rock that looks like an abomination in the centre of the maelstrom. You may take 1 ✚ to destroy the rock, gain 1 ✠ and then remove the numbered token.

MARK OF THE BEAST

As soon as a *Civilian* is disrupted or destroyed by the *Beast* they are marked. Discard the unit and spawn a *Flying Demon* unit (see special rules: Unholy Spawn). The *Beast* may mark only 1 *Civilian* per activation. Any additional *Civilians* that are disrupted or destroyed are placed in the furthest area with numbered token that doesn't have a *Flying Demon*. If there are no numbered tokens remaining, then the *Civilians* are considered destroyed and marked.

SAVING THE CIVILIANS

Whenever you move a *Civilian* to the inside of the Church they are considered safe. Remove the *Civilian* from the game and gain 1 ✠. If the Church is destroyed you may still move civilians inside it to save them (they use the catacombs to escape) but you do not gain ✠.

PRAYING TO THE HEAVENS

When you perform a pray action with *Joan of Arc* you may spend ✠ to perform a miracle according to the following table instead of gaining ⊗ or ●:

1 ✠ – Remove a *Flying Demon* unit from the game.
1 ✠ – Remove 1 ✚ from a Character.
2 ✠ – Summon an *Angel* unit anywhere on the board. You may not have more than 2 *Angel* units.
3 ✠ – Summon the Wrath of Archangel Michael and perform a non-preventable shooting attack Range (2) 🟥 🟥 🟥 ⬜.

BEAST'S BEHAVIOUR

The *Beast* acts in this scenario following set priorities. During the Beast's turn, the *Beast* will first try to perform its primary action. If the primary action cannot be performed and the *Beast* has 9 or more health remaining, it will instead perform its secondary action. If the primary action cannot be performed and the *Beast* has less than 9 health remaining, it will instead perform its tertiary action.

If the round card is 4, the *Beast* will take an extra action following the *Beast*'s Behaviour (primary, secondary, or tertiary action) once the player has completed their second order.

The *Beast* has unlimited Fire tokens and places one whenever it performs a shooting attack.

BEAST'S PRIMARY ACTION

The *Beast* is adjacent to an area containing a *Civilian*. The *Beast* performs a melee attack against that *Civilian*. Then it perfoms 2 additional melee attacks, if possible, to adjacent areas with enemy units that are not *Civilians*. In the case that there are multiple areas which can fit the *Beast*'s selection criteria, the *Beast* will always target the areas that contain the highest priority targets (see *Beast*'s priority targets).

BEAST'S SECONDARY ACTION

The *Beast* is adjacent to a hex containing enemy units. The *Beast* will perform a gigantic attack on 2 adjacent hexes with enemy units. If there are more than 2 hexes with enemy units adjacent to the *Beast*, it will attack the hexes containing the most units.

In the case that multiple hexes fit the *Beast*'s selection criteria, the *Beast* will target the hex that contains the highest priority target (see Beast's priority targets).

If there is no unit on an adjacent hex, move the *Beast* to a Sky hex (pick one randomly) and perform a shooting attack against the Church (even if there is no unit on the Church's hex). If the Church is destroyed, the *Beast* performs a shooting attack against a Holy unit (following the Beast's priority targets).

If the *Beast* is on a Sky hex, roll the Doom dice:

- On Rally Result: the *Beast* remains on the Sky hex and performs a shooting attack against the Church. If the Church is destroyed, the *Beast* performs a shooting attack against a Holy unit (according to the Beast's priority targets).The Beast commands all *Flying Demon* units to take an action according to the *Flying Demon*'s behaviour. If there is no *Flying Demon* unit, spawn one (see special rules: Unholy Spawn).

- On any other Result: target an empty ground hex that maximises the number of adjacent hexes that contain enemy units and move the *Beast* to that hex. Then perform a Gigantic attack on the hex with the most units. In the case that multiple hexes fit the *Beast*'s selection criteria, the *Beast* will always target the hex that is adjacent to the highest priority target (see Beast's priority targets).

BEAST'S TERTIARY ACTION

The *Beast* is adjacent to enemy units. The *Beast* will perform a melee attack targeting an area containing an enemy unit (see Beast's priority targets). If there is no enemy unit adjacent to the *Beast*, move it one hex closer to an enemy unit following the Beast's priority targets and perform a melee attack.

If there is no eligible target, move the *Beast* one hex closer to an enemy unit following the Beast's priority targets and perform a shooting attack.
If there is no eligible target, move the *Beast* two hexes closer to an enemy unit following the Beast's priority targets.

FLYING DEMON'S BEHAVIOUR

Flying Demon units act in this scenario following set priorities: During the Unholy AI's turn, *Flying Demon* units will first try to perform their primary action. If the primary action cannot be performed, then they will perform their secondary action.
Flying Demon units are immortal. When they suffer a ●, place them in the infirmary. They will be redeployed during the Camp phase (see Unholy Spawn).

FLYING DEMON'S PRIMARY ACTION

Flying Demon is adjacent to an area containing an enemy unit. The *Flying Demon* unit performs a shooting attack against the enemy unit. In the case that multiple areas can fit the *Flying Demon*'s selection criteria, the *Flying Demon* will always target the area that contains the highest priority target (see *Flying Demon*'s priority targets).

FLYING DEMON'S SECONDARY ACTION

The adjacent area doesn't contain an enemy unit. The *Flying Demon* unit moves towards *Joan of Arc* following the shortest path and using Jump 2.

UNHOLY SPAWN

There cannot be more than 3 *Flying Demon* units spawned at the same time. Whenever you need to spawn a *Flying Demon* unit, place it on the area with a numbered token that is closest to *Joan of Arc*. If the area has an enemy unit, then place the *Flying Demon* unit to the North-Easternmost adjacent area. If that area has a holy unit too then choose the next area moving clockwise. If there is no area with a numbered token the unholy units cannot spawn.

CAUTIOUS BUT LETHAL

If the *Beast* is on a Sky hex and has less than 9 health points at the beginning of the *Beast*'s turn, target an empty ground hex that is adjacent to a hex with the most units and move the *Beast* to that hex. Then perform Gigantic attack on the hex with the most enemy units. In the case that multiple hexes fit the *Beast*'s selection criteria, the *Beast* will always target the hex that is adjacent to the highest priority target (see *Beast*'s priority targets).

GIGANTIC ATTACK

When performing a Gigantic attack, the *Beast* will always allocate results in the following order and will target areas in the order of the *Beast*'s priority target: Kill, Trample, Disrupted, Push.
Units are pushed back following the *Beast*'s priority order. The first unit to be pushed back is placed in the North-Easternmost adjacent area. The next unit is then placed in the next area moving clockwise, and so on.

DESPERATE MEASURES

Upkeep doesn't need to be paid to keep Characters at their level in this scenario.

THE BEAST'S PRIORITY TARGETS

In this scenario, the *Beast* will always prioritise its attack using the following chart:

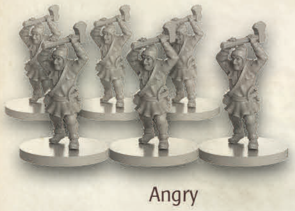
- *Angel*
- *Civilian*
- *Joan of Arc*
- *Guard*

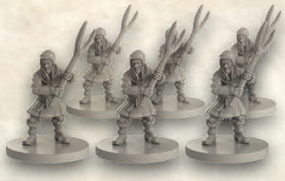
FLYING DEMON'S PRIORITY TARGETS

In this scenario, *Flying Demons* will always prioritise their attack using the following chart:

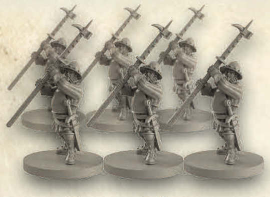
- *Joan of Arc*
- *Guard*
- *Angel*
- *Civilian*

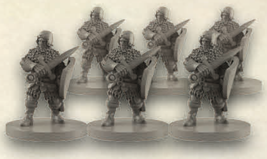
Miniature Reference


Angry

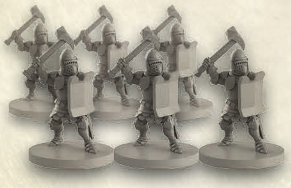

Peasant Militia

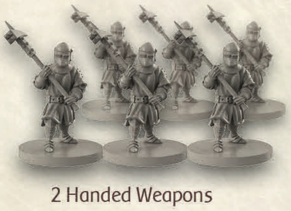
Peasants


Gascons & Bretons

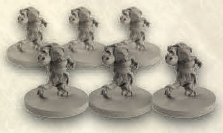

Heavy

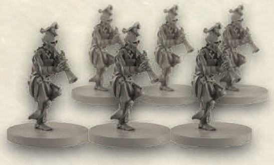
Sergeants-at-arms


Impetuous

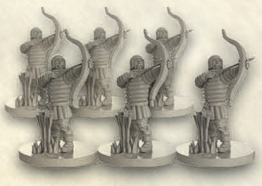

2 Handed Weapons

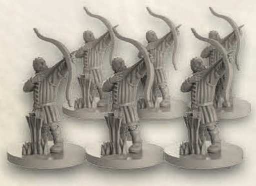
Foot Knights


Danse macabre

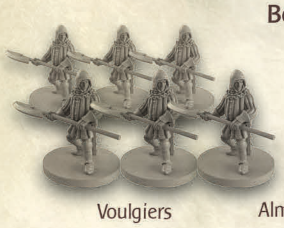

Devilish

Skeletons

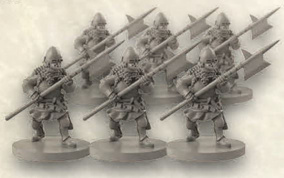

Short Bow


Militia

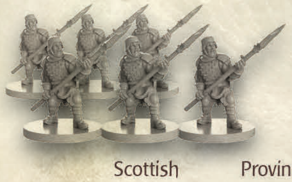
Bowmen


Voulgiers

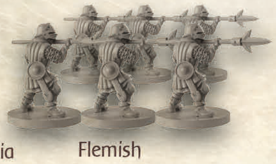
Almogavars


Guisarmiers

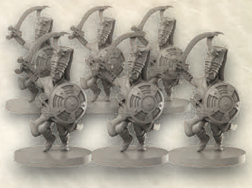
Halberdiers

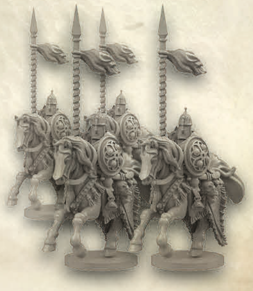

Scottish

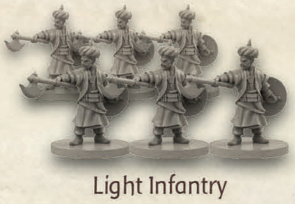
Provincial Militia

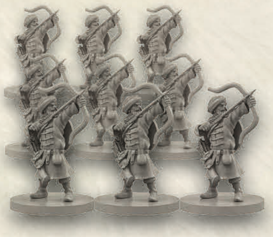

Flemish

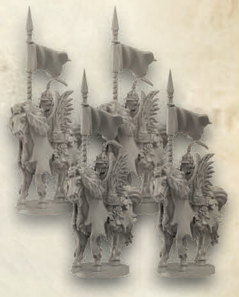
Pikemen


Yerli Kurlu - Janissaries

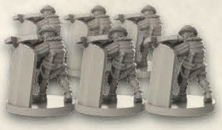

Sipahi

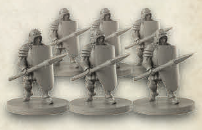

Light Infantry

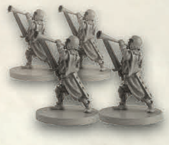

Azab Archers - Okchu

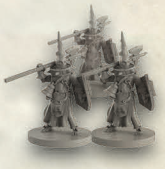

Noble Cavalry

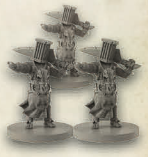
Ottoman Army

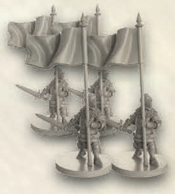

Entrenched Genoese Crossbowmen

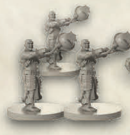

Pavisiers

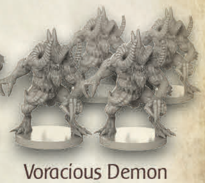

Musician

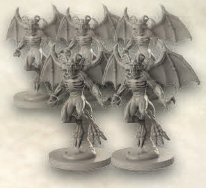

Flagellants

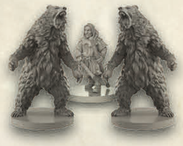

Penitents

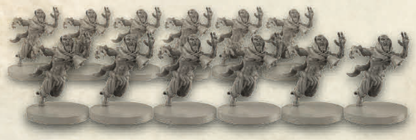

Standard Bearer


Heretics


Voracious Demon


Flying Demons


Bear Tamer - Guide - Bear


Plague Bearers

TIME OF LEGENDS

Joan of Arc

Super Exclusives

A Special Book for a Special Someone!

Time of Legends: Joan of Arc saw the light of day thanks to an incredible crowdfunding campaign. The passion around the game was such that we felt like we had to thank and reward all the backers who were there with us from the beginning until the very end of the Kickstarter campaign.

You are one of the people who believed in us and our project from the start, and who helped make it a reality. It is for this reason that you can read this book and own these 'Super Exclusive' miniatures that were created especially for you. These six miniatures were not sold through the pledge manager, they won't be in any possible future edition of *Time of Legends: Joan of Arc* that we may do, and they will never be reprinted. They are a sort of 'Collector's Edition', if you will, which you can use both in the two exclusive scenarios that are written in this book as well as in the free Battle Mode you can find online at **mythicgames.net**

Gog and Magog are the two most iconic miniatures of this Super Exclusive set. These two giants are the heralds of the Apocalypse, and they are the stars of a 3-player scenario that features a sort of premonitory dream, haunting the mind of Joan of Arc. A hint at what's coming in the future of the Time of Legends universe, which as you know goes way beyond anything the history books have told us.

While Gog and Magog were there from the beginning, the other Super Exclusive miniatures did not appear until right at the end of the Kickstarter campaign. They were the result of a request that kept coming up in the comments. You wanted The Good Place Inn and you wanted miniatures for the two most prominent Mythic Games personalities in the campaign, Leo and Jacques. Well, you got them plus more in the form of Mr Quirk, the curmudgeonly tavern cat!

Beyond this little nod, we wanted to give you miniatures that were impressive and had a use in the game. This is undeniably the case for the inn, which is one of the biggest terrain pieces in the entire game. As for Leo, Jacques, and Mr Quirk, we gave all of them unique abilities that are guaranteed to spice up your games. You can put this motley crew on the table in a 2-4 player scenario which also involves all four of the mercenaries that were unlocked during the campaign.

We hope you will enjoy playing and replaying these scenarios with their miniatures, which will always be there to remind you about the unbelievable genesis of *Time of Legends: Joan of Arc.*

From all of us at Mythic Games, thank you for your support. We could not have done this without you.

Credits

Game Designer: Pascal Bernard

Game Developers: Patrick Receveur & The Mythic Team

Historical Army Lists Developer: Hervé Caille, Pierre Soriot

Artwork: Bayard Wu, Stefan Kopinski, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demare, Solène Chastang, Juliette Pompanon

Tile Artist: Charles "Carl Art" Salom

Sculptors: Arnaud Boudoiron, Irek Zielinski, Olivier Thill, Grégory Clavilier

Studio Miniatures Painter: Sébastien Lavigne

Tour of Legends Contributors: Andy Cahard, Pierre-Alexandre Vigor, Vincent-Thierry Savidan, Ben & Peps, Romain Delavie, Mike Monnier, Pascal Vanpée, Gaël Taché, Mathieu Giroux, Jérôme Petit, Rodolphe Chambonnaud, Olivier Côte-Petit, Loïck Grimaud, Nicolas Lamberti, Stéphane Gérard, Florian Rambur

Communication Manager: Az Drummond

US Press Manager: Jenny Bendel

Art Directors: Stéphane Gantiez, David Rakoto

Graphic Assistants: Julien Fenoglio, Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Arnaud Marchand, Juliette Pompanon, Erwan Guellec

Rules Editors: Pascal Bernard, Patrick Receveur, Julien Borne, Yves Bernard, Jake Thornton, David Rakoto, Ben Clapperton, Mark Brendan, Anne Vétillard, Erwan Guellec

Playtesters: Nael Evain, Matthieu Mignon, Chloé Cheillan, Inès Jérôme Chouqi, Léa Lescuyer, Louis Guillon, Phillipe Villé, Erwan Guellec, Pierre Soriot and over 2000 people during our Tour of Legends!

Translators: Sylvain Broche, Anne Vétillard, Julien Fenoglio, Jean-Luc Bernard, Erwan Guellec

Localisation Manager : Anne Vétillard

Proofreaders: Norbert Schmitt, Francesco Mariottini, Mathew Somers, Laurent Mussot, Marc Caldéré, Bruno Cailloux, Ben Clapperton, Ella Colles, Thomas Giraud, Erwan Guellec, Heidi Lajos and all of the backers who helped us proofread the rules!

Scenario Writers: Pascal Bernard, Patrick Receveur, Ben & Peps, Inès Jérôme Chouqi, Romain Delavie, Vincent-Thierry Savidan, Phillipe Villé, Erwan Guellec

Flavour Texts: Patrick Receveur, Erwan Guellec

Miniature Preproduction: Laurent Levi, Aurélien Diot

Production Manager: Erwann Le Torrivellec

Sculptors and Artists Supervisor: Stéphane Gantiez

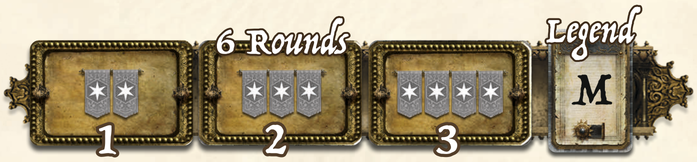
Publishers: Benoit Vogt & Léonidas Vesperini

A huge thank you to our 11,195 backers who made this project a reality!

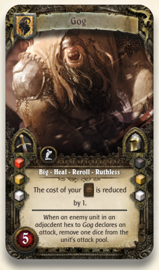
3

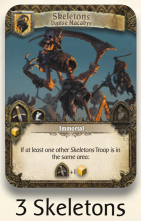
Joan of Arc in the City of Angels

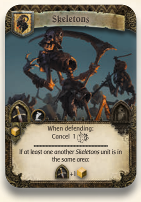
Joan of Arc is stuck inside her dreams, looking for the voices that helped her so many times in the past. Together with a small army of souls, she wanders the city of angels. While following the calming sound of an angelic voice, she hears the demonic roar of the creatures roaming the place.

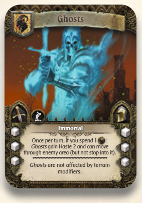


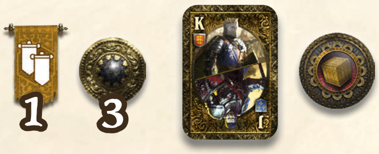
Gog (First Player)


Gog

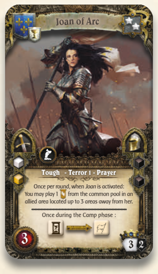

3 Skeletons - Danse Macabre

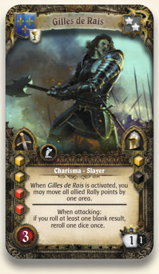

5 Skeletons

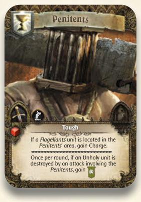

2 Ghosts

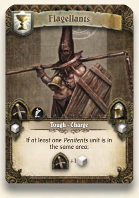


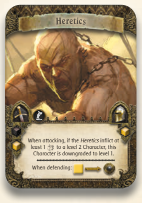
Joan of Arc (Second Player)

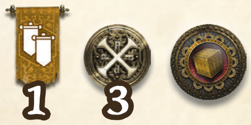

Joan of Arc (Holy Level 2)


Gilles de Rais (Holy Level 2)

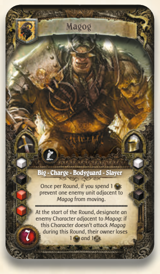

1 Penitents

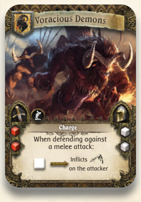

1 Flagellants

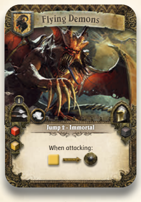

1 Heretics

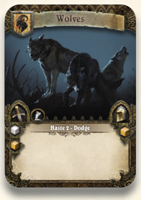


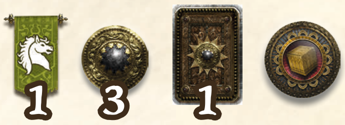
Magog (Third Player)


Magog

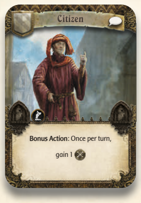

2 Voracious Demons

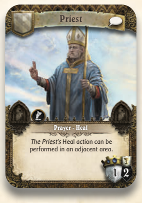

3 Flying Demons

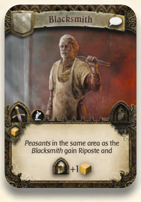

6 Wolves

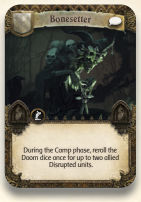


Civilians

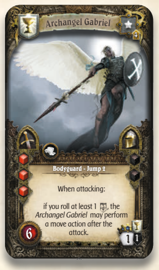

Citizen

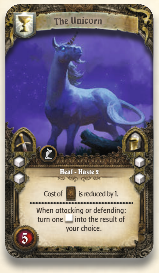

Priest


Blacksmith

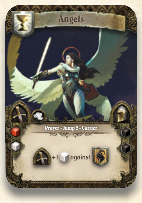

Bonesetter

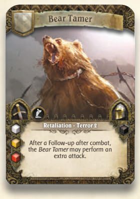
Other Units (See Special Rules)


Archangel Gabriel

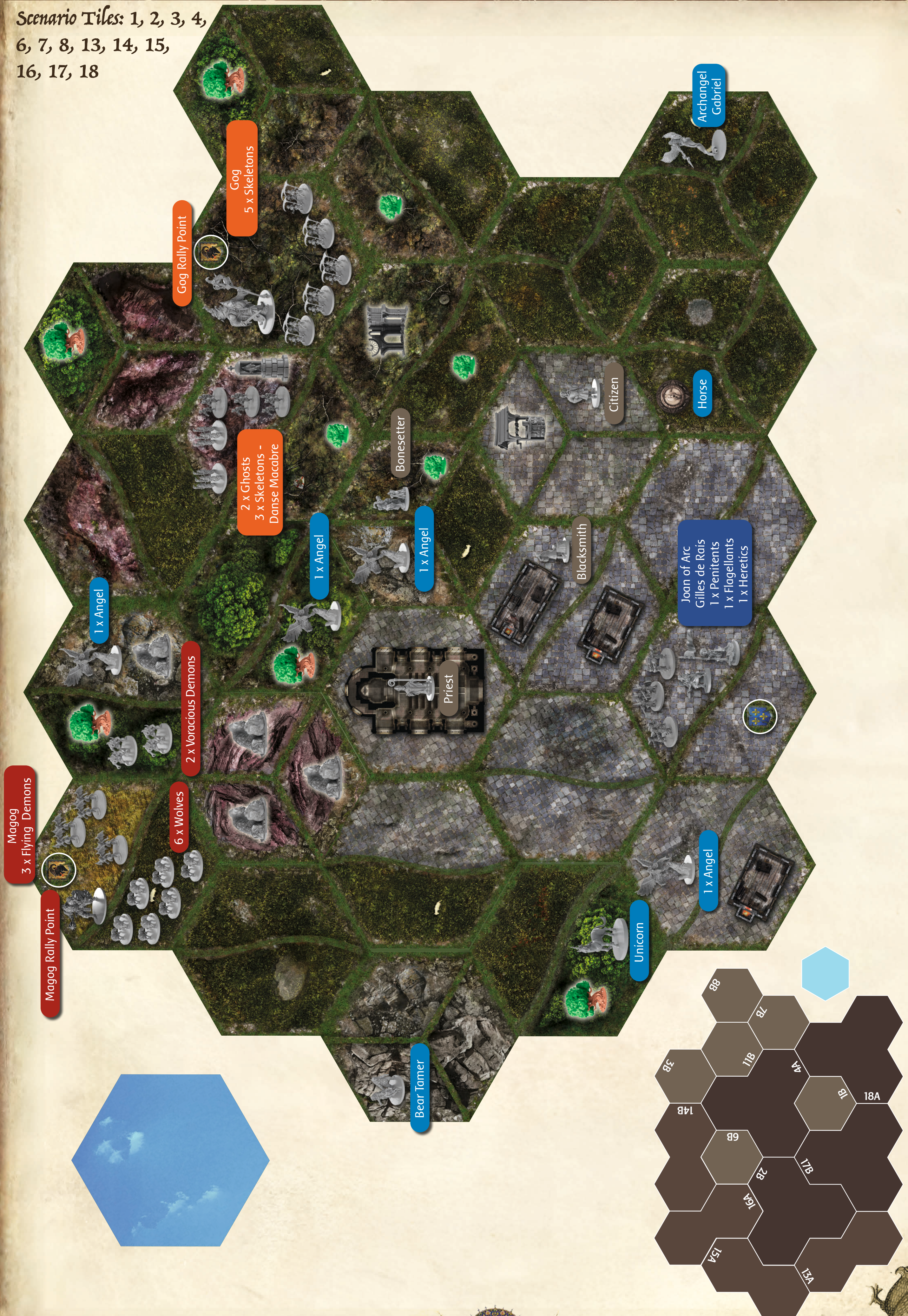

The Unicorn

Horse Token


4 Angels


Bear Tamer

Scenario Tiles: 1, 2, 3, 4, 6, 7, 8, 13, 14, 15, 16, 17, 18


Gog Rally Point
Gog
5 x Skeletons
Archangel Gabriel
2 x Ghosts
3 x Skeletons - Danse Macabre
Bonesetter
Citizen
Horse
1 x Angel
1 x Angel
1 x Angel
Blacksmith
Joan of Arc
Gilles de Rais
1 x Penitents
1 x Flagellants
1 x Heretics
Priest
2 x Voracious Demons
Magog
3 x Flying Demons
6 x Wolves
Magog Rally Point
1 x Angel
Unicorn
Bear Tamer
8B
7B
3B
11B
4A
1B
18A
14B
6B
2B
17B
16A
15A
13A

Victory Conditions

The player with the most Victory Points at the end of the 6th round wins the game.

For all players:
- **For each destroyed enemy troop:** 1 Victory Point
- **For each destroyed enemy Character:** 2 Victory Points

***Joan of Arc* must rally the *Angels* and *Archangel Gabriel* to her cause.**
- **Recruiting an *Angel*:** 1 to 4 Victory Points (see Angelic Recruitment Special Rule)
- **Recruiting *Archangel Gabriel*:** 4 Victory Points
- **If any unit from *Joan of Arc*'s army is located in the church or in the church's area at the end of the 6th round:** 4 Victory Points

***Gog* wants to kill all the animals in the land of dreams to gather the necessary materials for his hexes.**
A *Wolves* or *Bear Tamer* unit attacked from an area containing *Gog* is destroyed if it suffers a Disrupted result.
- ***Unicorn* or *Bear tamer* destroyed:** 2 Victory Points
- ***Wolves* or *Horse* destroyed:** 1 Victory Point
- **For each destroyed Civilian:** 1 Victory Point
- **If there are no *Wolves*, *Bear Tamer* and *Unicorn* units on the board at the end of the 6th round:** 4 Victory Points

***Magog* wants to gather souls.**
A troop from *Joan of Arc*'s army or a Civilian attacked from an area containing *Magog* is destroyed if it suffers a Disrupted result.
- **For each destroyed Character:** 2 Victory Points
- **For each destroyed Civilian:** 1 Victory Point
- **If any unit from *Magog*'s side is located in the church or in the church's area at the end of the 6th round:** 4 Victory Points

If several players have the same number of Victory Points at the end of the 6th round, the *Joan of Arc* player wins the game. If only *Gog* and *Magog* players are tied for the win, the *Joan of Arc* player also wins the game.

Rewards

- 1 ⊗ for each destroyed enemy Troop
- 1 ⊗ for each destroyed Civilian
- 1 ⊗ for each destroyed *Wolves*, *Horse* or *Bear Tamer* (*Gog* player only)
- 2 ⊗ if the enemy *Unicorn* is destroyed
- 3 ⊗ for each destroyed enemy Character

Special Rules

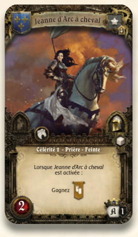
3 PLAYERS
There are no alliances among armies in this scenario.

ANGELIC RECRUITMENT
In this scenario, *Joan of Arc* can recruit the neutral *Angels* located on the game board.
In order to recruit *Angels*, *Joan of Arc* must be located in their area and spend some Legend tokens as a bonus action.
The first recruited *Angel* requires the player to spend **1 Legend token**, and rewards them with 1 Victory Point upon recruitment.
Each following *Angel* requires **1 additional Legend token** to be recruited, and rewards the player with 1 additional Victory Point, up to a total of **4 Legend tokens** per recruitment that will yield 4 Victory Points.
Archangel Gabriel can also be recruited following the same method, at the cost of **4 Legend tokens**. Recruiting *Archangel Gabriel* rewards the player with 4 Victory Points.

If an unrecruited *Angel* or *Archangel Gabriel* is attacked by *Gog* or *Magog*'s side, place them in the infirmary. If these units are rallied through the Doom dice roll, deploy them on *Joan of Arc*'s Rally point. These units can still be recruited by *Joan of Arc*.

PRAYER
During this scenario, *Joan of Arc*'s Prayer action awards **3 Legend tokens**. If *Joan of Arc* is located in the church or in the area containing the shrine, the Prayer action awards 1 additional Legend token.

TAKING HOLD OF THE HORSE



If *Joan of Arc* moves into an area containing the *Horse*, she becomes *Mounted Joan of Arc* (same level, same allegiance). Remove the *Horse* from the board. If a unit from *Gog*'s or *Magog*'s side moves into the area containing the *Horse*, destroy it.

THE UNICORN
If *Joan of Arc* moves into an area containing the *Unicorn*, or if the *Unicorn* is attacked by a unit from *Gog*'s or *Magog*'s side without getting destroyed, it joins *Joan of Arc*'s army.

THE BEAR TAMER
If *Joan of Arc* moves into an area containing the *Bear Tamer*, or if the *Bear Tamer* is attacked by a unit from *Gog*'s or *Magog*'s side without being destroyed, it joins *Joan of Arc*'s army.

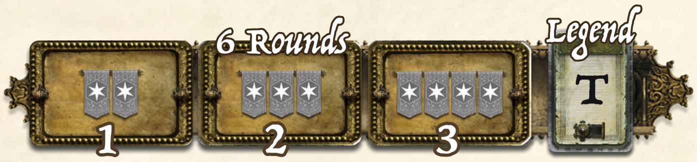
CIVILIANS
Gog and *Magog*'s units treat Civilians as if they were enemy units in this scenario.

2 - 3 - 4

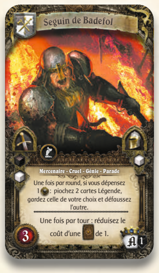
The Battle of Brignais

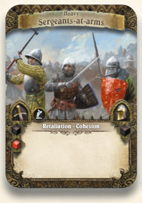
- April 6th 1362 -

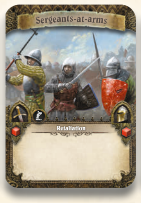
In 1360, peace was signed with the treaty of Brétigny. Mercenary troops all around France lost their jobs, and started attacking their surroundings to survive. These mercenary troops consolidated under the same banner to be able to attack bigger settlements. They were known as the Tard-Venus (the Latecomers). Their biggest force was led by Seguin de Badefol, occupying the Priory of Brignais. The entire region was in turmoil - Even the Pope felt unsafe. The French King decided to do something about it, and sent his cousin, the Constable of France, with a huge army to stop the rampaging mercenaries.

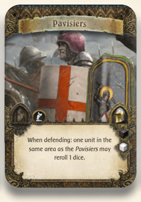

6 Rounds
1
2
3
Legend
T

Player 1 - Tard-Venus

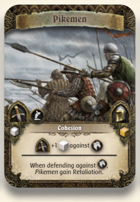

Seguin de Badefol
Seguin de Badefol


Heavy Sergeants-at-arms
2 Heavy Sergeants-at-Arms

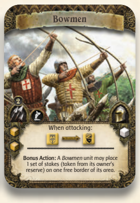

Sergeants-at-arms
4 Sergeants-at-Arms



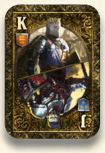
2 Pavisiers

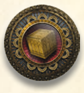


2 Pikemen



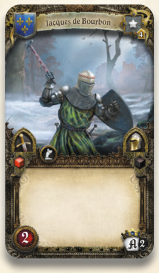
4 Bowmen

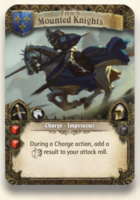


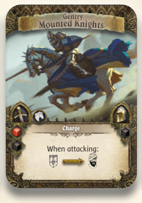


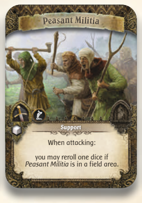
4 Rocky Outcrops (See Special Rules)

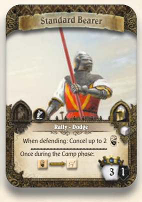
Player 2 - French

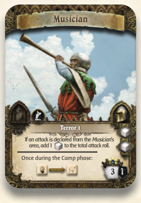

Jacques de Bourbon
Jacques de Bourbon


French Mounted Knights
4 French Mounted Knights

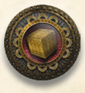

Gentry Mounted Knights
4 Gentry Mounted Knights


Peasant Militia
4 Peasant Militia

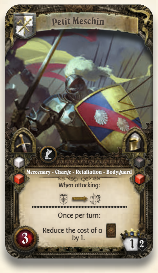

Standard Bearer
1 Standard Bearer

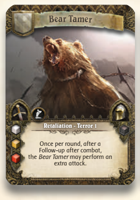


1 Musician

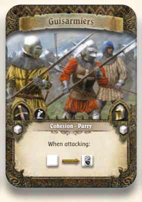


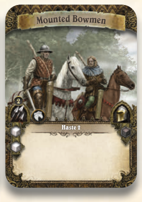
Player 3 - Tard-Venus

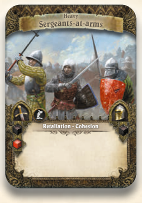

Petit Meschin
Petit Meschin

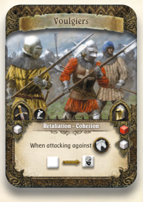


1 Bear Tamer

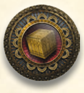

Guisarmiers
4 Guisarmers


Mounted Bowmen
2 Mounted Bowmen


Heavy Sergeants-at-arms
2 Heavy Sergeants-at-Arms

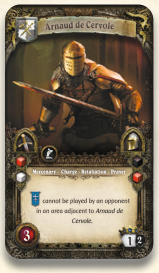


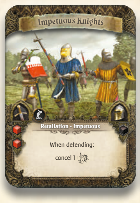
4 Voulgiers

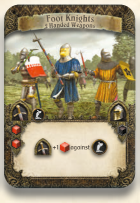


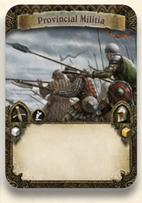
2 Wagons

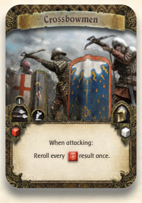
Player 4 - French

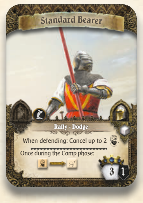

Arnaud de Cervole
Arnaud de Cervole

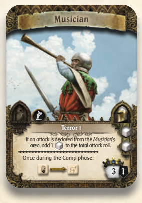

Impetuous Knights
2 Impetuous Knights


Foot Knights 2 Handed Weapon
2 Foot Knights - Two-Handed weapon

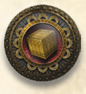

Provincial Militia
4 Provincial Militia


Crossbowmen
2 Crossbowmen

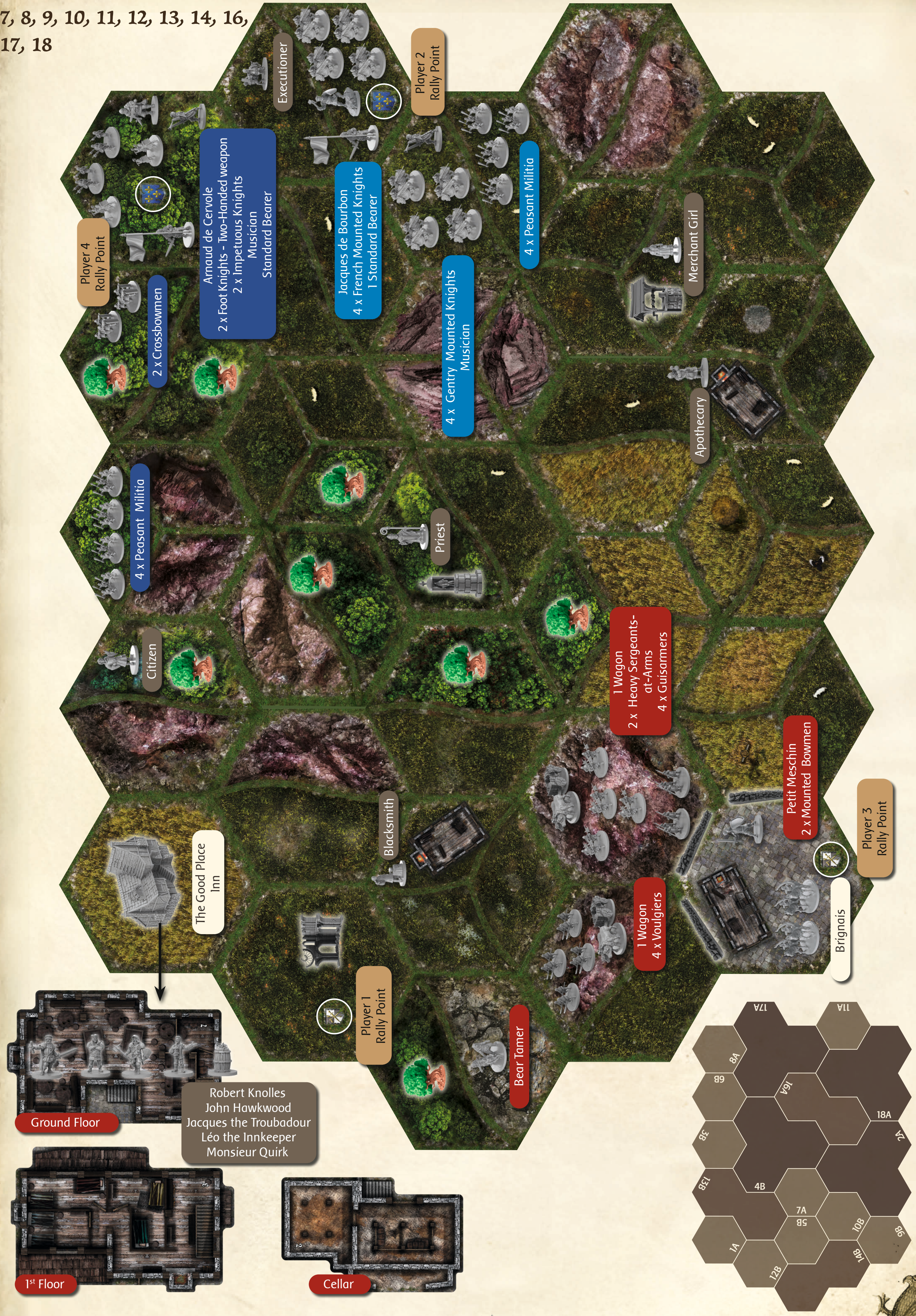

Standard Bearer
1 Standard Bearer



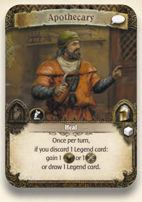
1 Musician

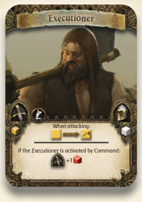


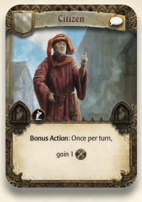
Scenario Tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 16, 17, 18

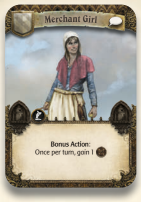

Executioner
Player 2 Rally Point
Arnaud de Cervole
2 x Foot Knights - Two-Handed weapon
2 x Impetuous Knights
Musician
Standard Bearer
Jacques de Bourbon
4 x French Mounted Knights
1 Standard Bearer
4 x Peasant Militia
Player 4 Rally Point
2 x Crossbowmen
4 x Gentry Mounted Knights
Musician
Merchant Girl
Apothecary
4 x Peasant Militia
Priest
Citizen
1 Wagon
2 x Heavy Sergeants-at-Arms
4 x Guisarmers
Petit Meschin
2 x Mounted Bowmen
Player 3 Rally Point
Blacksmith
The Good Place Inn
Brignais
1 Wagon
4 x Voulgiers
Player 1 Rally Point
Bear Tamer
Ground Floor
Robert Knolles
John Hawkwood
Jacques the Troubadour
Léo the Innkeeper
Monsieur Quirk
1st Floor
Cellar
17A
11A
8A
6B
16A
18A
3B
2A
13B
4B
7A
5B
10B
9B
1A
12B
14B

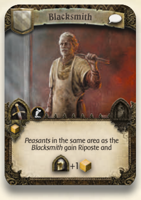
Civilians

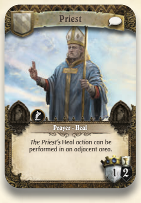

Apothecary (see Special Rule)


Executioner


Citizen

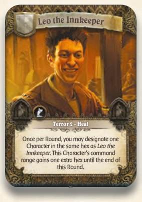

Merchant Girl

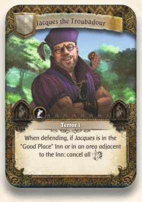

Blacksmith

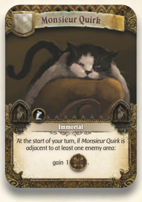

Priest

Inside the Inn:

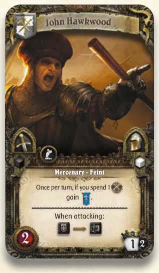
Civilians

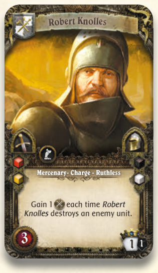

Leo the Innkeeper


Jacques the Troubadour


Monsieur Quirk

Mercenaries (see Special Rule: Recruitment)


John Hawkwood


Robert Knolles

Victory Conditions

The side with the most Victory Points at the end of the 6th round wins the game.

French Side:

- **Each Mercenary Character destroyed or Disrupted at the end of the 6th round:** 3 Victory Points
- **Each Mercenary unit destroyed or Disrupted at the end of the 6th round**: 1 Victory Point
- **Each building occupied by French units (except *The Good Place Inn*) at the end of the 6th round**: 3 *victory points*
- **Each captured *Wagon* at the end of the 6th round**: 2 Victory Points

Tard-Venus Side:

- **Each French Character destroyed or Disrupted at the end of the 6th round:** 3 Victory Points
- **Each *Mounted Knights* or *Foot Knights* Troop destroyed or Disrupted at the end of the 6th round**: 1 Victory Point
- **Each ransomed Civilian**: 1 Victory Point
- **Each recruited renowned mercenary that is not destroyed or Disrupted at the end of the 6th round**: 1 Victory Point

If there is a draw, the Tard-Venus side wins the game.

Rewards

- 1 ⊗ for each destroyed Infantry unit, Cavalry unit or ransomed Civilian
- 2 ⊗ for each destroyed Character or captured Wagon

Special Rules

4 ARMIES, 2 SIDES

When played with 4 players, this scenario functions as follows:

- Player 1 and Player 3 are part of the Tard-Venus side.
- Player 2 and Player 4 are part of the French Side.
- Units can't be in the same area as units belonging to another army, even their allies.

Player Order: Player 1 - Tard-Venus, Player 2 - French, Player 3 - Tard-Venus, Player 4 - French.

2 PLAYERS

When playing with 2 players, one player controls the French side, while the other controls the Tard-Venus side.

3 PLAYERS

When playing with 3 players, one player controls the Tard-Venus side, while the 2 others control each French side.

MERCENARIES UP ON THE HILLS

Player 1 can place 4 rocky outcrops on the Hill areas of the board, to their liking. There can't be more than 1 rocky outcrops per area. They then set all their units on the Hill areas of the board.

RANSOMING THE CIVILIANS

All units from the Tard-Venus side moving into an area containing Civilians can ransom them (one per Order played), as a bonus action. Once ransomed, a Civilian is removed from the board, awarding 1 XP Token and 1 Victory Point.

ARNAUD DE CERVOLE, SEASONED MERCENARY

Arnaud de Cervole knows his old Mercenary colleagues all too well: Once during the game, Player 4 can, with their consent, take their turn when Player 2 should have done so, and vice versa.

STONE THROWING

Player 1 units present in a Hill area containing a rocky outcrop can throw rocks at their opponents. As an action, they can attack an adjacent area with a ranged attack, using 1 Yellow Dice per attacking unit. Remove the rocky outcrop from the game board after resolving this action.

FAMOUS APOTHECARY

The Priory of Brignais belongs to Guy de Chauliac, Father of medicinal surgery, and author of the "Chirurgia Magna".
Once per game, if *Jacques de Bourbon* moves into an area containing the *Apothecary*, remove any Wounds from his unit card. Remove the *Apothecary* from the game afterwards.

RECRUITMENT

2 renowned mercenaries, *Robert Knolles* and *John Hawkwood*, are drinking in the nearby tavern. A Character present in the same area can recruit each of them to his side at the cost of 1 action by spending 2 XP tokens per Character.

CAPTURE A WAGON

At the beginning of the game, *2 Wagons* are in possession of player 3.

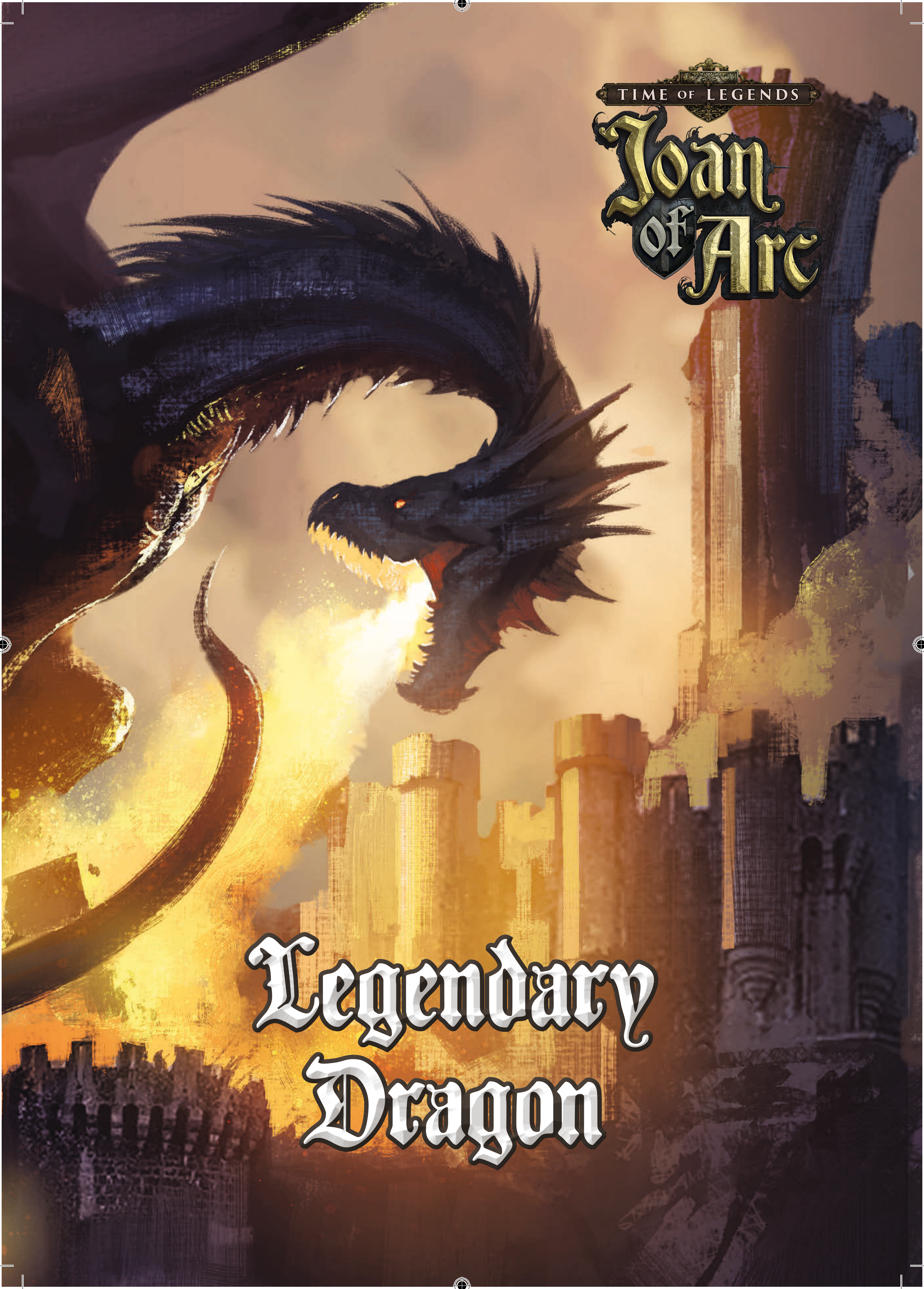
When activated, a *Wagon* can only move 1 area. It cannot attack or be attacked, and is size 1.

If a *Wagon* is in an enemy area, it is captured and belongs to the player who owns at least one unit in this area.

THE GOOD PLACE INN

The Inn is made up of 3 interiors tiles which are connected:

- Ground floor and cellar are adjacent to the Inn's area
- Ground floor is adjacent to cellar and 1st floor
- 1st Floor is only adjacent to ground floor.



TIME OF LEGENDS

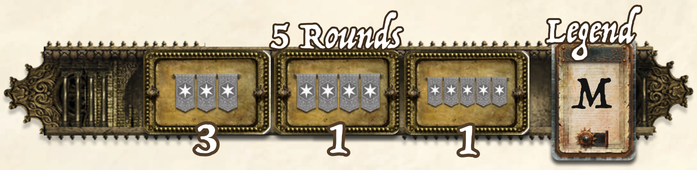
Joan of Arc

Legendary Dragon

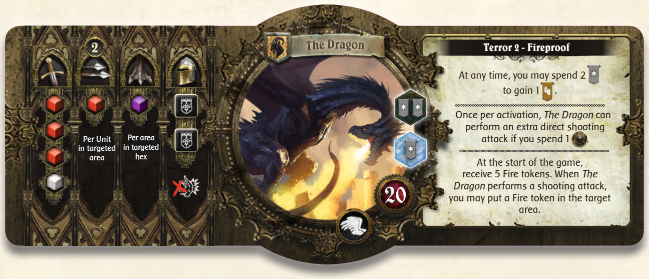
Saint Michael and the Dragon

August 1409

On Mount Tombe, Satan arose to enact his vengeance. Seven centuries earlier, he was utterly defeated by Saint Michael and his angel army. Satan's revenge is delivered in the form of an enormous Dragon, adamant on destroying the church built in 709 by Bishop Aubert to commemorate his defeat on what is now called the Mont-Saint-Michel. The Benedictine monks will defend their Holy chapel!



Unholy
Player


2
Per Unit in targeted area
Per area in targeted hex
The Dragon
20

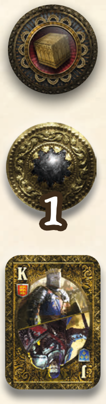
Terror 2 - Fireproof

At any time, you may spend 2 to gain 1 .

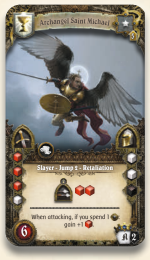
Once per activation, *The Dragon* can perform an extra direct shooting attack if you spend 1 .

At the start of the game, receive 5 Fire tokens. When *The Dragon* performs a shooting attack, you may put a Fire token in the target area.

The Dragon



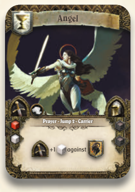
Holy
Player



Slayer - Jump 2 - Retaliation

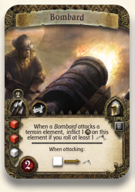
When attacking, if you spend 1 : gain +1 .

Archangel
Saint Michael



Prayer - Jump 2 - Carrier

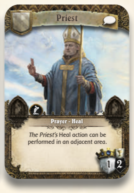
2 Angel



When a *Bombard* attacks a terrain element, inflict 1 on this element if you roll at least 1 .

When attacking:

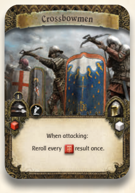
1 Bombard



Prayer - Heal

The Priest's Heal action can be performed in an adjacent area.

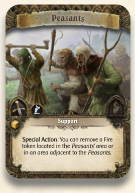
Priest



When attacking:

Reroll every result once.

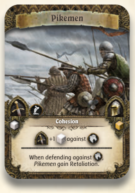
2
Crossbowmen



Support

Special Action: You can remove a Fire token located in the *Peasants'* area or in an area adjacent to the *Peasants*.

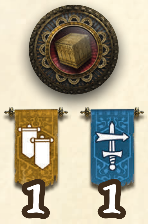
4 Peasants



Cohesion

When defending against , *Pikemen* gain Retaliation.

2 Sergeants-
at-Arms



Victory Conditions

Unholy Army:
The Unholy army wins the game if any of these conditions are met before the end of the 5th round:

- The church and the *Priest* are destroyed.
- *Archangel Saint Michael* is destroyed.
- All *Crossbowmen*, *Peasants* and *Sergeants-at-Arms* are destroyed or Disrupted at the end of a round.

Holy Army:
The Holy army wins the game if the *Dragon* is destroyed before the end of the 5th round.

Any other outcome by the end of the 5th round results in a draw.

Rewards

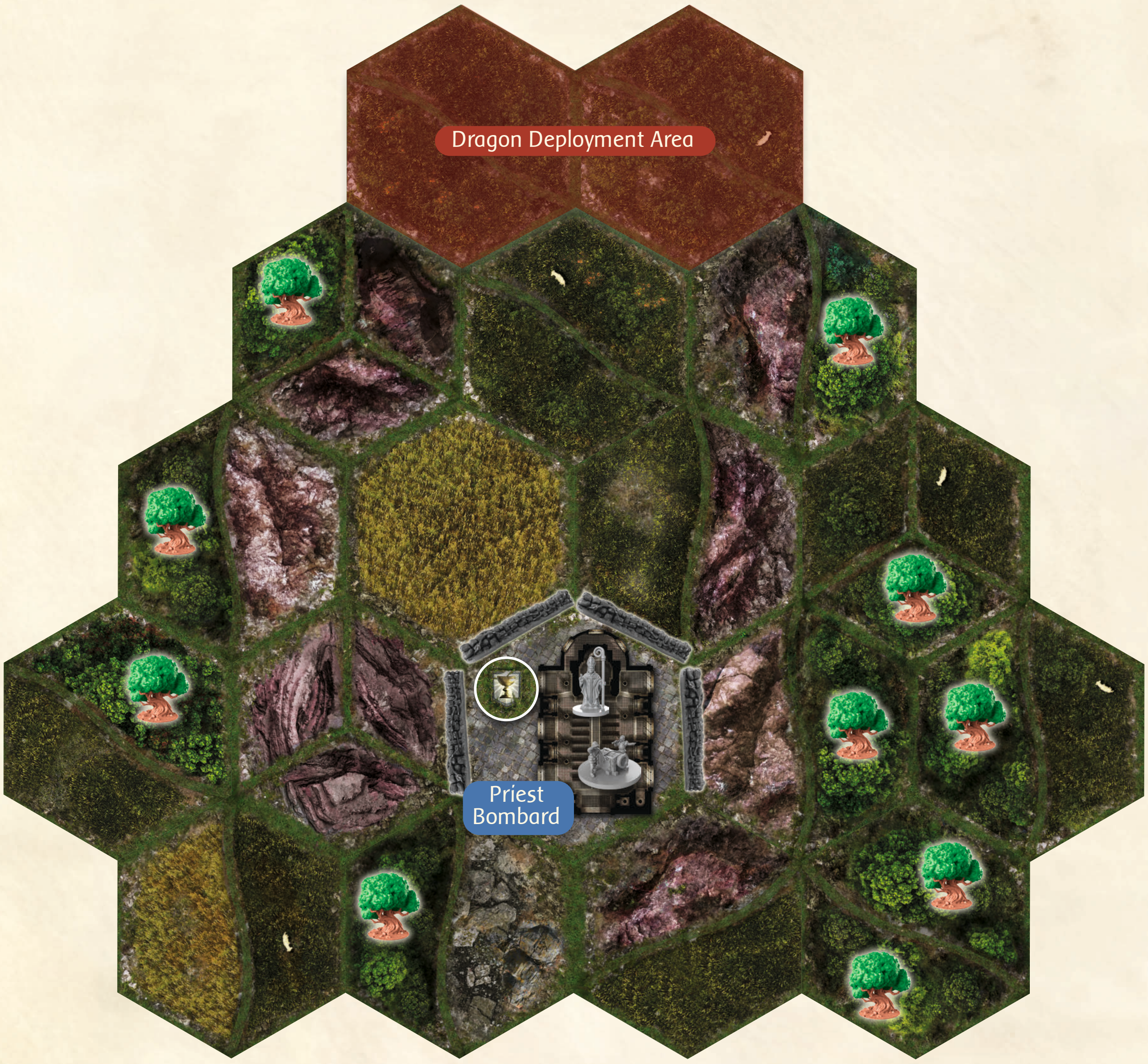
The Holy Army Gains:

- 1 ⊗ each time the *Dragon* suffers 4 Wounds during the same round.

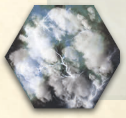
The Unholy Army Gains:

- 1 ⊗ for each destroyed *Crossbowmen*, *Priest* or *Bombard*.
- 1 ● for each destroyed or Disrupted *Angel*.
- 2 ● if *Archangel Saint Michael* is Disrupted.

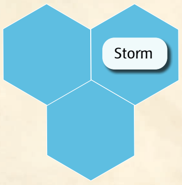
Scenario Tiles: 1, 3, 4, 6, 7, 9, 10, 13, 14, 16, 17, *Storm, 2 Sky Hex*

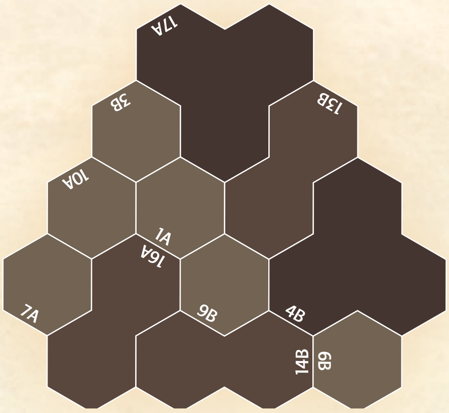

Dragon Deployment Area
Priest
Bombard

NEW SKY HEX



STORM
Unholy units in this area gain Feint.




17A
3B
13B
10A
1A
16A
7A
9B
4B
14B
6B

Special Rules

BOARD & SETUP

The Sky board is made up of the Storm hex and 2 other sky hexes, chosen at random.

UNHOLY ARMY DEPLOYMENT

Place the *Dragon* in any of the two Dragon deployment hexes.

HOLY ARMY DEPLOYMENT

Place the *Bombard* and the *Priest* in the fortified church. In this scenario, the *Bombard* can enter the fortified church.

Place the *Angel* units and the *Archangel* anywhere on the map, except the hex occupied by the *Dragon* and the fortified church's hex.

Place the remainder of the units in any ground areas, except the ones occupied by the *Dragon* and the fortified church's hex.

DRAGON'S HAND

At the beginning of the game, the Unholy army draws 4 Legend cards, and keeps 2 of them. They must then shuffle the discarded cards into the Legend deck.

DRACONIC FIRE

The *Dragon*'s fire is unnatural. When attempting to douse it, *Peasants* units must roll a ⬛. On a 🛡 result, the fire is put out. On any other result, the action fails.

THE CHURCH'S FRONT WALLS

The fortified church is surrounded by walls, so in addition to the usual rules for walls, the Holy player may reroll one dice when defending against an attack from an adjacent area through a border containing a wall.

WOODEN STRUCTURE

At the end of each round, if the church's hex contains a Fire token, all units inside the church each suffer 1 ⬜ attack without being able to defend themselves.

POWER IN FAITH

When an attack involving *Archangel Saint Michael* is declared, the Holy side can spend 2 ● in order to make the Archangel immune to Terror for the duration of the attack.

MONT-SAINT-MICHEL'S FORTIFIED CHURCH

Capacity: 3 Resistance: 3 Size: 2

(Resistance is the number of Damage tokens a building must suffer to collapse)

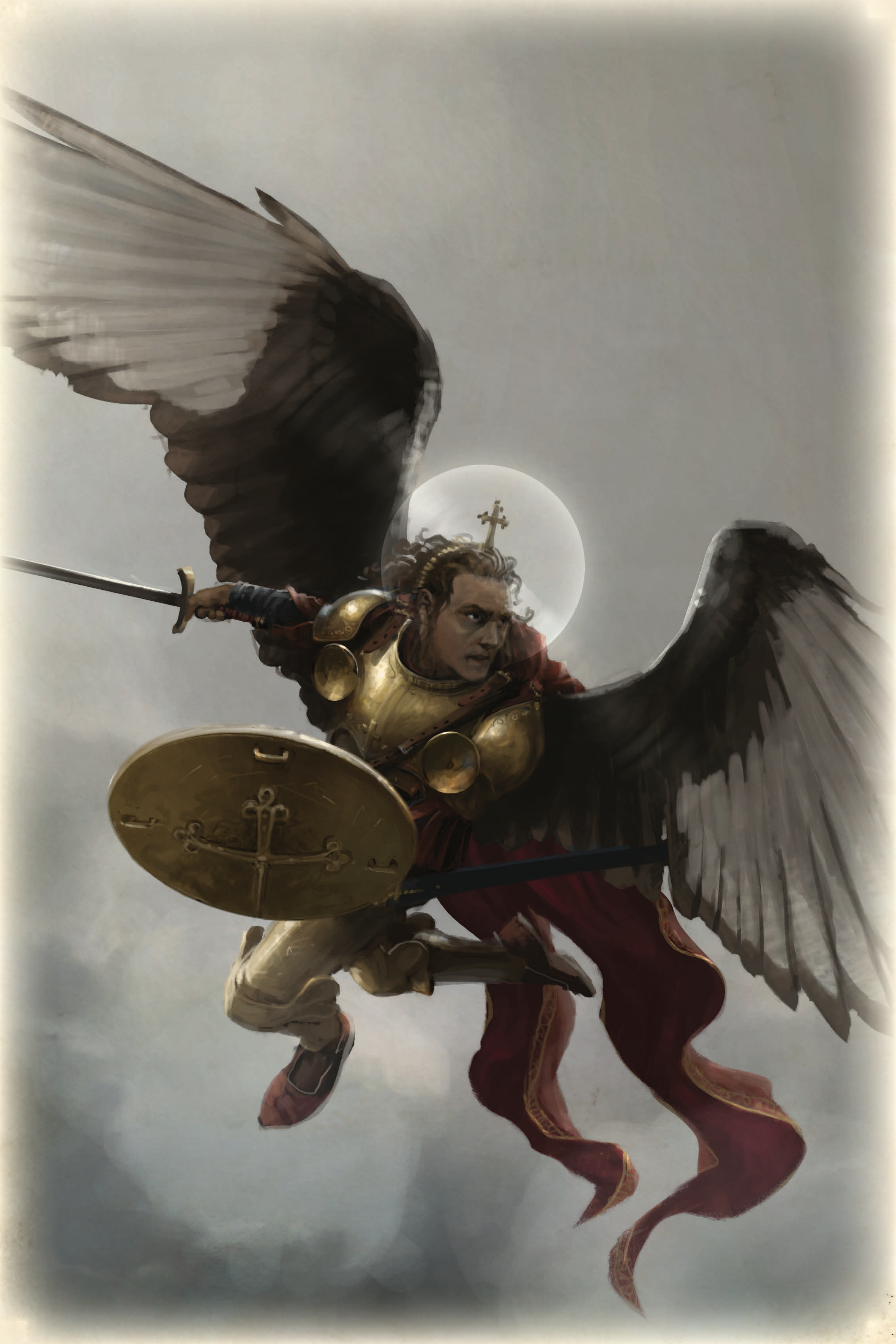
The church's interior functions as a normal building interior. However, units in the church with a shooting attack value can use shooting attacks, targeting areas beyond the church's area, and with +1 maximum range.

The church's area counts as an **enemy area** for the Unholy army, even when it contains no enemy units, and can thus be targeted by any of the *Dragon*'s attacks.

When the *Dragon* performs a Shooting attack against the church's area, add 1 🟥 to its attack roll.

When the *Dragon* attacks the area containing the church, the defender must assign dice results to the church as you would with any unit. If the church is assigned a Kill result, it takes 1 ●. Any other result can be assigned to the church, but ignore the resulting effect. In this scenario, the church can only take 1 ● per round from the *Dragon*'s attacks. The only way for it to take more is through resolving Fire tokens.

If the church collapses, replace it with a ruins miniature. All units inside the church suffer an individual 1 🟥 attack as normal, but may not roll for defence.



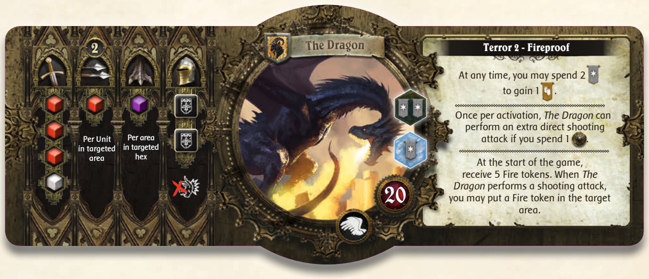
The Dragon of Rome

1350

Sir Eglamour of Artois is in love with Christabel, the earl's daughter. Before he would let him marry her, the earl gave Sir Eglamour three impossible trials. Sir Eglamour completed the first two trials whilst on crusade and now he marches to Rome to complete the final one. To do so he must kill the dragon which is terrorising the city! Should he succeed then he will win the right to marry Christabel and live happily ever after.

Upon arriving in Rome, Sir Eglamour learns that a footprint of the dragon has been found near Monte Mario. Believing that the creature must be resting near there, he marches with his escort to confront it.

Unholy Player


The Dragon
2
Per Unit in targeted area
Per area in targeted hex
20
Terror 2 - Fireproof

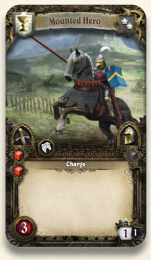
At any time, you may spend 2 to gain 1 .

Once per activation, *The Dragon* can perform an extra direct shooting attack if you spend 1 ●.

At the start of the game, receive 5 Fire tokens. When *The Dragon* performs a shooting attack, you may put a Fire token in the target area.

The Dragon

Holy Player


Mounted Hero
Charge
3

Sir Eglamour of Artois

Priest

Musician

Mounted Knights
Charge

3 Mounted Knights

Foot Knights
Retaliation

2 Foot Knights

Crossbowmen

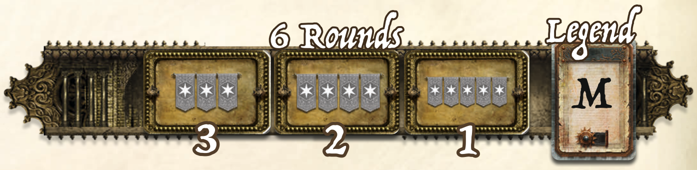
2 Crossbowmen

Pikemen
Cohesion

3 Pikemen

1 Bombard

Victory Conditions


6 Rounds
3
2
1
Legend
M

Before the beginning of the game, choose a difficulty level:

NORMAL

Major Victory: A major victory is achieved if the *Dragon* is destroyed and *Sir Eglamour* gained 3 ●.

Minor Victory: A minor victory is achieved if the *Dragon* flees Monte Mario and *Sir Eglamour* gained 3 ●, or if the *Dragon* is destroyed but *Sir Eglamour* failed to gain 3 ●.

Defeat: If *Sir Eglamour* is destroyed or there is any other result by the end of the final round the player is defeated.

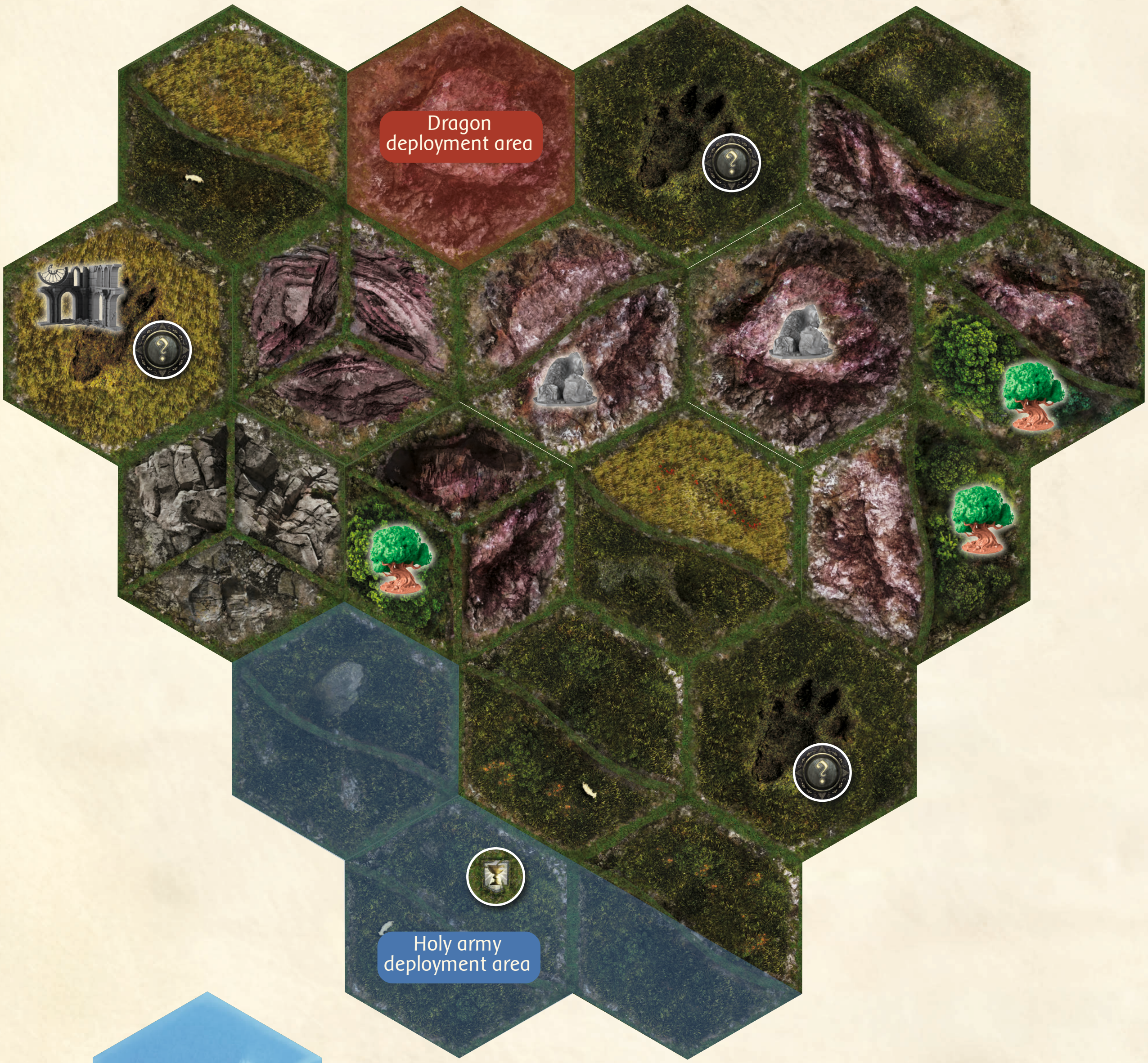
HARD

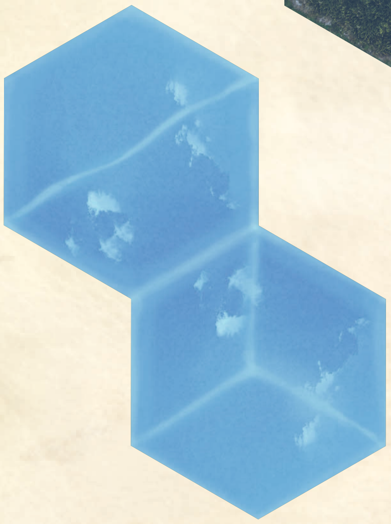
Major Victory: A major victory is achieved if the *Dragon* is destroyed and *Sir Eglamour* gained 5 ●.

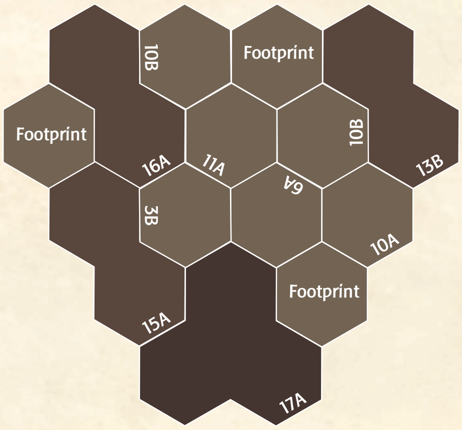
Minor Victory: A minor victory is achieved if the *Dragon* flees Monte Mario and *Sir Eglamour* gained 5 ●, or if the *Dragon* is destroyed but *Sir Eglamour* failed to gain 5 ●.

Defeat: If *Sir Eglamour* dies or there is any other result by the end of the final round the player is defeated.

Scenario tiles: 3, 6, 10, 10, 10, 11, 13, 15, 16, 17, 2 sky hexes, 3 footprint


Dragon
deployment area
Holy army
deployment area




10B
Footprint
Footprint
16A
11A
10B
13B
3B
6A
10A
Footprint
15A
17A

Rounds

In this scenario, a round consists of the 4 following phases:

1. Council Phase
2. Player's turn
3. Dragon's turn
4. Camp Phase

Setup

Before the beginning of the game, randomly place the tokens numbered 1 to 3 Face down in the areas bearing a dragon's footprint. These tokens represent sites of interest that the player needs to explore (see special rule: Dragon's footprints).

Roll the Doom dice:

- On a Death result, place the *Dragon* in any of the Sky hex tiles.
- On any other result, place the *Dragon* in the red Dragon deployment area.

The Holy Player places their units in any of the blue areas.

Special rules

SIR EGLAMOUR OF ARTOIS' HEIRLOOM
Sir Eglamour is equipped with armour (Equipment Tactic) that bears the symbol of his family.

SIR EGLAMOUR OF ARTOIS' TRIAL
Sir Eglamour must kill the *Dragon* to complete his trials. Gain an ● whenever *Sir Eglamour* inflicts a ● to the *Dragon*.

DRAGON'S FOOTPRINTS
Those marks on the ground need careful study. They reveal the behaviour of this unholy creature and can help *Sir Eglamour* or the *Priest* to spot its weakness. Whenever you activate a Footprint area while *Sir Eglamour* or the *Priest* are in it, you may reveal as a bonus action the numbered token and read the designated entry.

1 The *Dragon* landed here to eat. The scattered animal bones reveal that it prefers Horse meat. You may unmount *Sir Englamour* and replace his Character profile card with a *Hero* lvl 2. Keep any ● on the new profile card.

2 The *Dragon* landed here to sleep. The fresh scales on the ground testify that its hide has weak points. A careful examination of the *Dragon* reveals a weakness when it spreads its wings. All shooting attacks gain an additional Red Dice when attacking.

3 The Size of the footprint is enormous. This unholy creature has burned and devoured many people and will continue to do so again and again. It's God's will to kill this monster. *Sir Eglamour* is immune to Terror.

DRAGON'S BEHAVIOUR
The *Dragon* acts in this scenario following set priorities. During the Dragon's turn, the *Dragon* will first try to perform its primary action. If the primary action cannot be performed and the *Dragon* has 10 or more health remaining, it will instead perform its secondary action. If the primary action cannot be performed and the *Dragon* has less than 10 health remaining, it will instead perform its tertiary action.

If the round card is 4 or 5, the *Dragon* will perform a shooting attack once the player has completed their second order following the *Dragon's* priority targets. Do not forget to place a Fire token whenever the *Dragon* performs a shooting attack (until all 5 Fire tokens have been placed).

In the case that there are multiple areas or hexes which can fit the *Dragon's* selection criteria, the *Dragon* will always target the hex or area that contains the highest priority target (see *Dragon's* priority targets).

DRAGON'S PRIMARY ACTION

The *Dragon* is adjacent to a hex containing 4 or more enemy units. In this case, the *Dragon* doesn't move and performs a gigantic attack on up to 2 surrounding hexes that contain enemy units. If there are more than 2 hexes with enemy units adjacent to the *Dragon*, it will attack the hexes containing the most units. In case of a tie, the *Dragon* will follow the *Dragon's* priority targets.

DRAGON'S SECONDARY ACTION

The *Dragon* is adjacent to enemy units. The *Dragon* will perform a melee attack targeting the area containing the fewest enemy units. In the case of a tie, the *Dragon* will follow the *Dragon's* priority targets.

If there is no enemy unit adjacent to the *Dragon*, move the *Dragon* to a Sky hex (pick one randomly) and perform a shooting attack (see *Dragon's* priority targets). Do not forget to place a Fire token whenever the *Dragon* performs a shooting attack (until all 5 Fire tokens have been placed).
If the *Dragon* is on a Sky hex, roll the Doom dice:

- On a Rally Result: target an empty ground hex that maximises the number of adjacent hexes that contain enemy units and move the *Dragon* to that hex. Then perform a Gigantic Attack on all adjacent hexes with enemy units. In the case that multiple hexes fit the *Dragon's* selection criteria, the *Dragon* will always target the hex that is adjacent to the highest priority target (see *Dragon's* priority targets).

- On any other Result: the *Dragon* remains on the Sky hex and performs two shooting attacks at two different areas (see *Dragon's* priority targets). Do not forget to place a Fire token whenever the *Dragon* performs a shooting attack (until all 5 Fire tokens have been placed).

DRAGON'S TERTIARY ACTION

The *Dragon* is adjacent to enemy units. The *Dragon* will perform a melee attack targeting the area containing the fewest enemy units.

If there is no enemy unit adjacent to the *Dragon*, move it one hex closer to an enemy unit following the *Dragon's* priority targets and perform a melee attack.

If there is no eligible target, move the *Dragon* one hex closer to an enemy unit following the *Dragon's* priority targets and perform a shooting attack. Do not forget to place a Fire token whenever the *Dragon* performs a shooting attack (until all 5 Fire tokens have been placed).

If there is no eligible target, move the *Dragon* two hexes closer to an enemy unit following the *Dragon's* priority targets.

CAUTIOUS BUT LETHAL

If the *Dragon* is on a Sky hex and has less than 10 health points at the beginning of the *Dragon's* turn, target an empty ground hex that is adjacent to the hex with the most enemy units and move the *Dragon* to that hex. Then perform a Gigantic Attack on all adjacent hexes with enemy units. In the case that multiple hexes fit the *Dragon's* selection criteria, the *Dragon* will always target the hex that is adjacent to the highest priority target (see *Dragon's* priority targets).

GIGANTIC ATTACK

When performing a gigantic attack, the *Dragon* will always allocate results in the following order and beginning with the area containing the most units: Kill, Trample, Disrupted, Push. In case of a tie, the *Dragon* will always target the hex with the highest priority target first (see *Dragon's* priority targets).

Units are pushed back following the *Dragon's* priority order. The first unit to be pushed back is placed in the North-Easternmost adjacent area. The next unit is then placed in the next area moving clockwise, and so on.

INTELLIGENT PREDATOR

If the *Dragon* has less than 6 Health at the end of the round, roll the Doom dice.

- On a Rally Result: the *Dragon* flees Monte Mario.
- On any other Result: nothing happens.

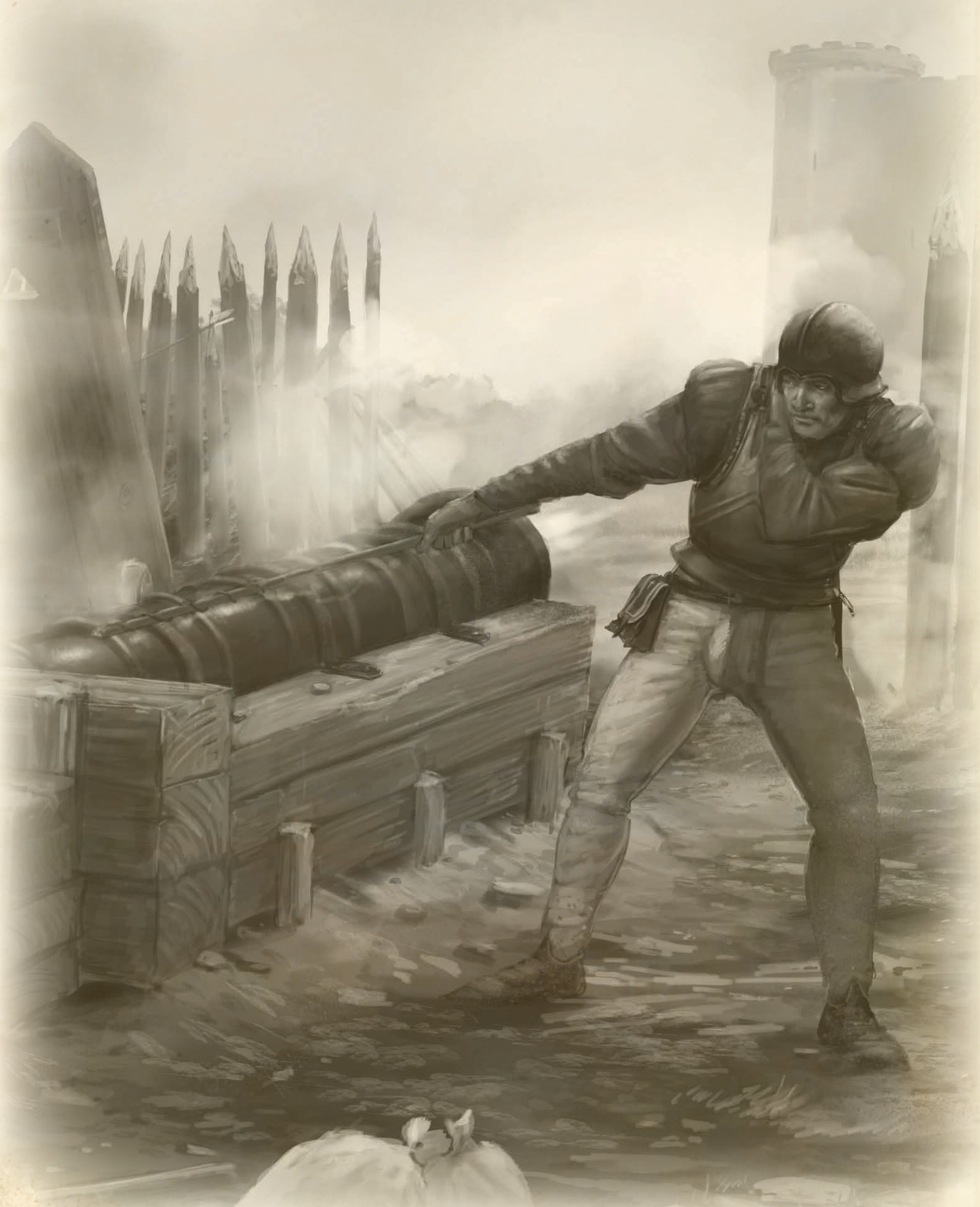
DESPERATE MEASURES

Upkeep doesn't need to be paid to keep Characters at Level 2 in this scenario.
You may not discuss to gain ●.

DRAGON'S PRIORITY TARGETS

In this scenario, the *Dragon* will always prioritise its attacks using the following chart:

- *Mounted Hero*
- *Mounted Knights*
- *Foot Knights*
- *Pikemen*
- *Crossbowmen*
- *Musician*
- *Bombard*
- *Hero*
- *Priest*



TIME OF LEGENDS
Joan of Arc

Unleash Hell

Unleash Hell

- 1344 -

1344. Pope Clement VI resides in Villeneuve-Lès-Avignon, a small town facing the papal city of Avignon across the Rhône.

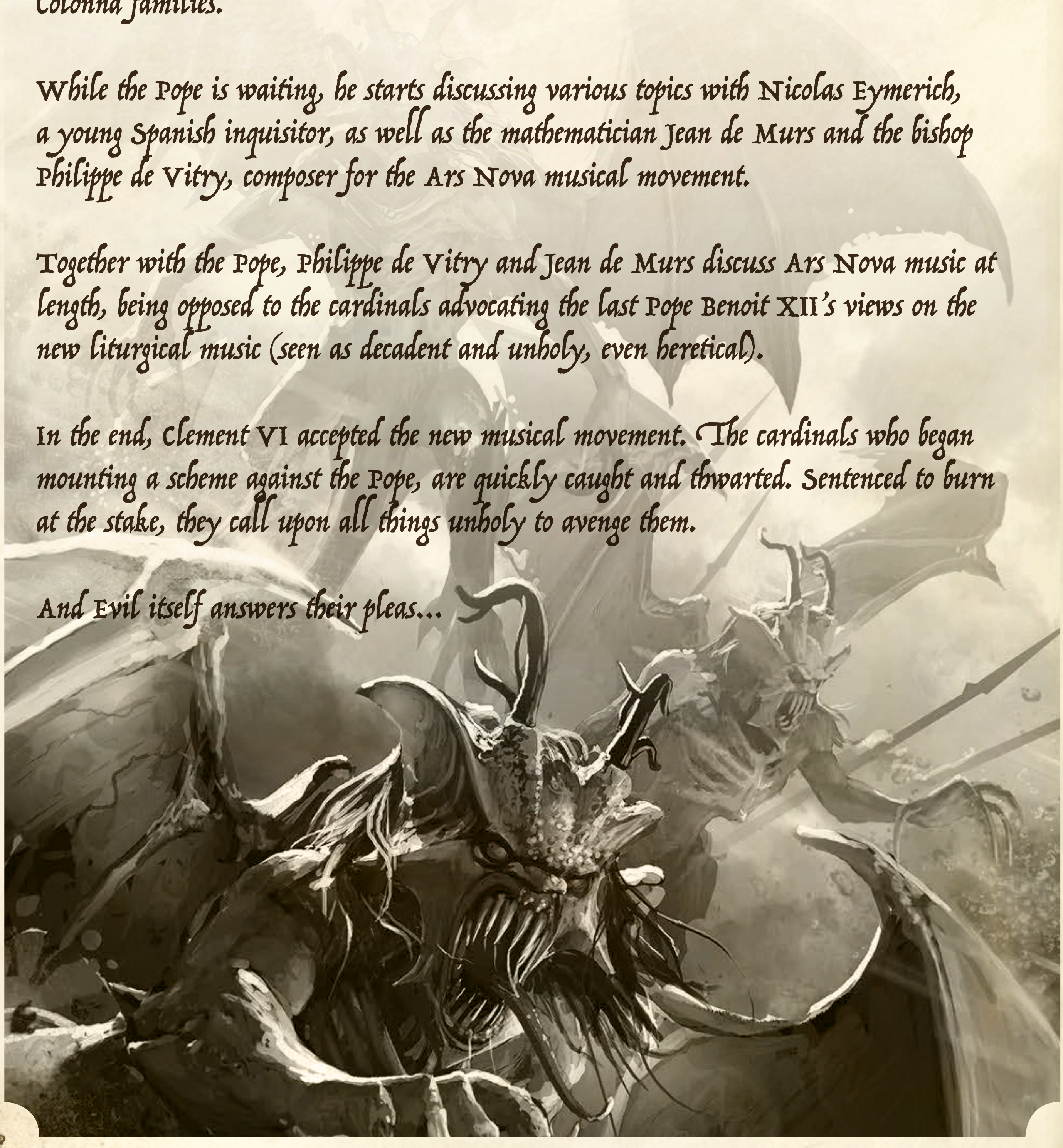
He secretly awaits for a Roman envoy, Cola di Rienzo, to escort him back to Rome. Rome has become too dangerous due to its inner power struggle between the Orsini and Colonna families.

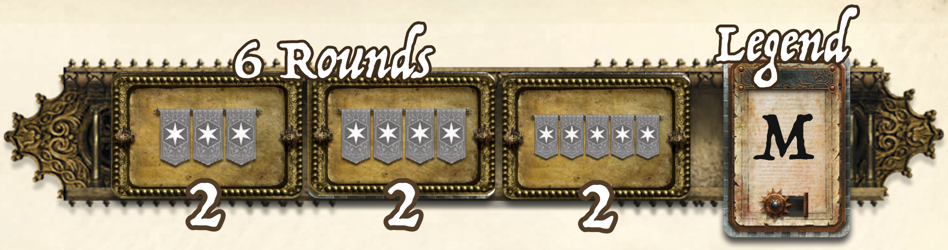
While the Pope is waiting, he starts discussing various topics with Nicolas Eymerich, a young Spanish inquisitor, as well as the mathematician Jean de Murs and the bishop Philippe de Vitry, composer for the Ars Nova musical movement.

Together with the Pope, Philippe de Vitry and Jean de Murs discuss Ars Nova music at length, being opposed to the cardinals advocating the last Pope Benoit XII's views on the new liturgical music (seen as decadent and unholy, even heretical).

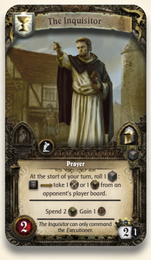
In the end, Clement VI accepted the new musical movement. The cardinals who began mounting a scheme against the Pope, are quickly caught and thwarted. Sentenced to burn at the stake, they call upon all things unholy to avenge them.

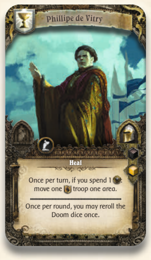
And Evil itself answers their pleas...

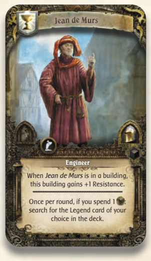


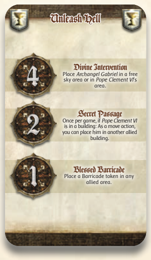

6 Rounds
2
2
2
Legend
M

Papal Army

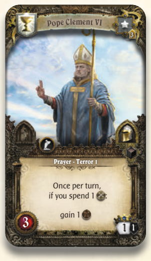

The Inquisitor
Inquisitor
(Nicolas Eymerich)

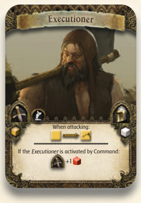

Philippe de Vitry
Philippe de Vitry

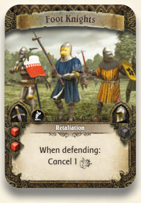

Jean de Murs
Jean de Murs

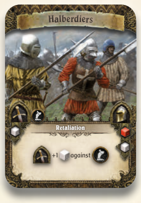

Unleash Hell
Intrigue

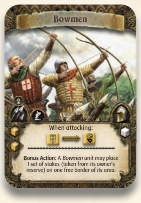
Not Deployed at Start
(see Special Rules & Intrigue)


Pope Clement VI
Pope Clement VI

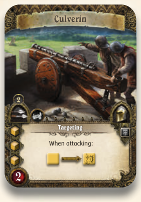

Executioner
1 Executioner


Foot Knights
2 Foot Knights

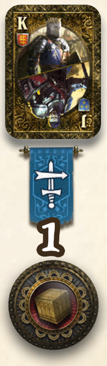

Halberdiers
3 Halberdiers

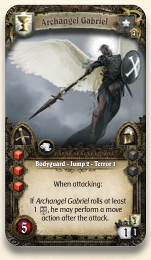


2 Bowmen

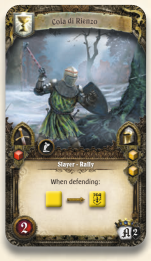


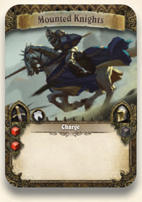
1 Culverin

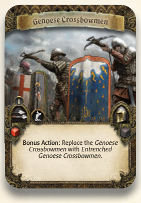


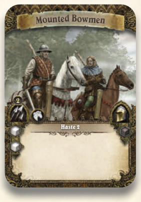

Archangel Gabriel
Archangel Gabriel

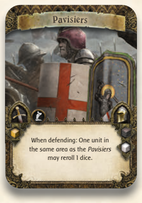
Italian Reinforcements (see Setup)


Cola di Rienzo
Cola di Rienzo

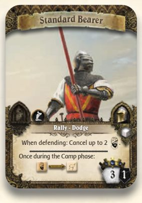

Mounted Knights
2 Mounted Knights

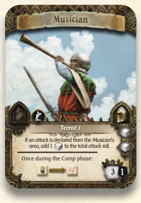

Genoese Crossbowmen
2 Genoese Crossbowmen


Mounted Bowmen
2 Mounted Bowmen

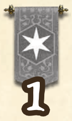


2 Pavisiers

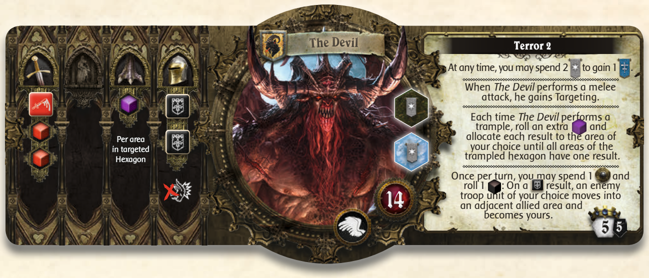

Standard Bearer
1 Standard Bearer

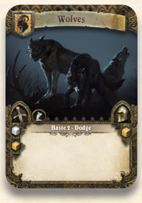


1 Musician

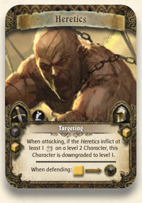


Unholy Army

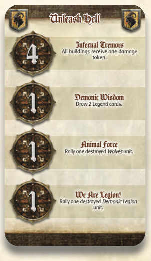

The Devil
Per area in targeted Hexagon
14
Terror 2
At any time, you may spend 2 to gain 1
When The Devil performs a melee attack, he gains Targeting.
Each time The Devil performs a trample, roll an extra and allocate each result to the area of your choice until all areas of the trampled hexagon have one result.
Once per turn, you may spend 1 and roll 1. On a result, an enemy troop unit of your choice moves into an adjacent allied area and becomes yours.
5 5
The Devil

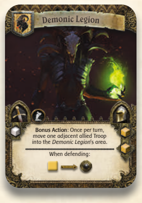


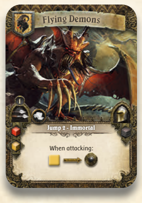
5 Wolves



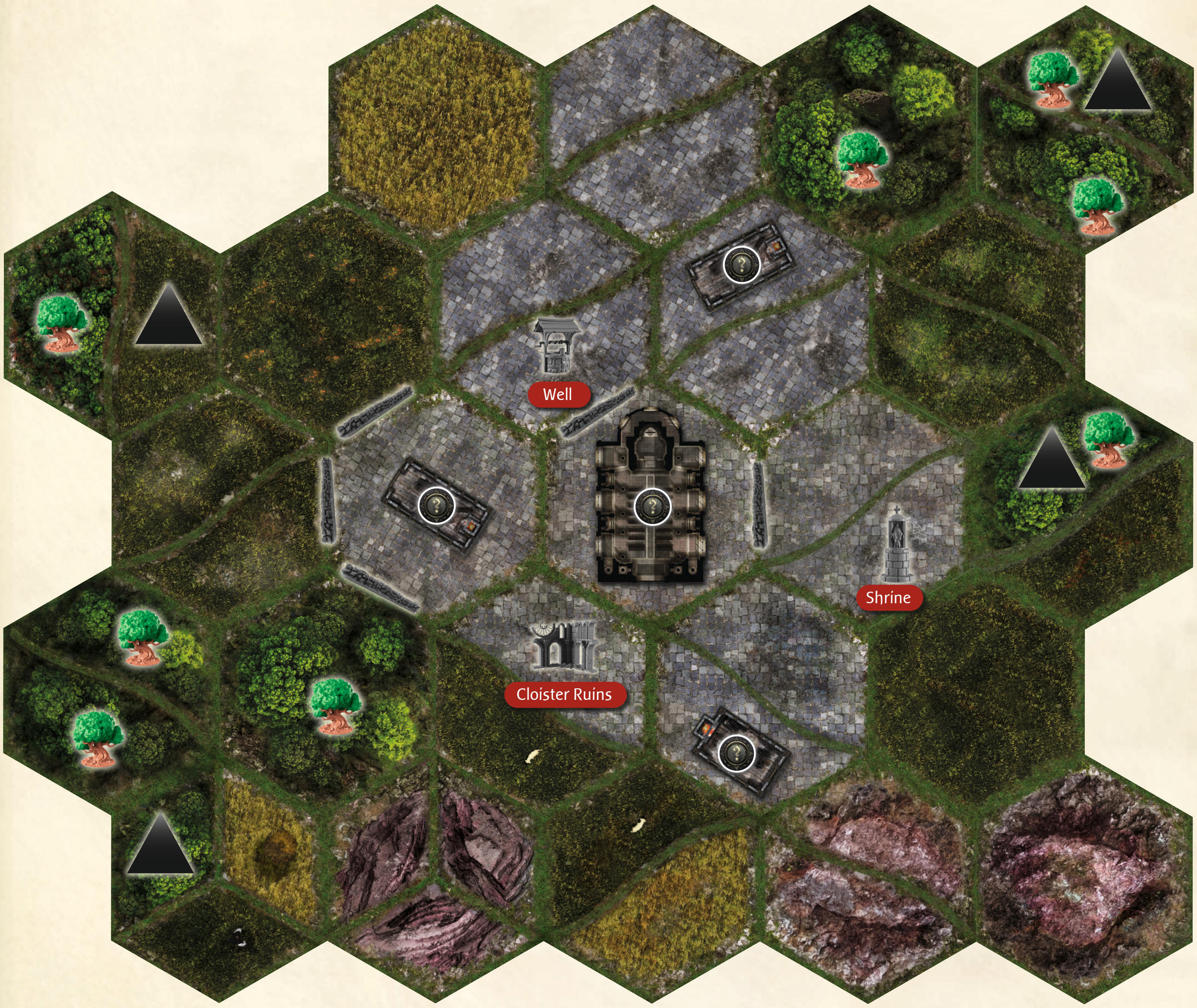
1 Heretics

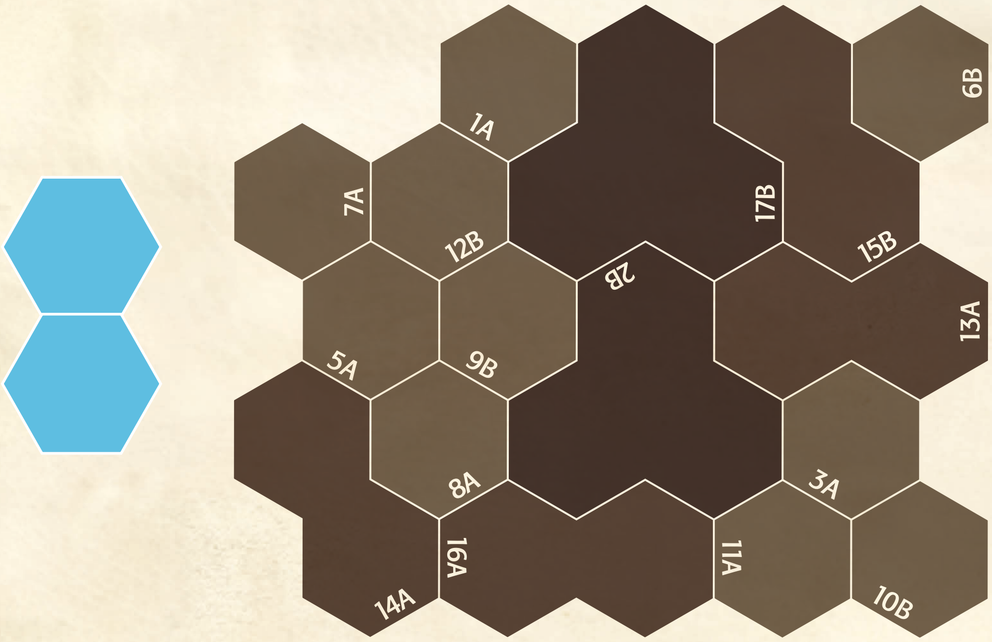

Unleash Hell
Intrigue


Demonic Legion
3 Demonic Legion


Flying Demons
3 Flying Demons

Scenario Tiles: 1, 2, 3, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 2 Sky Hexes


Well
Shrine
Cloister Ruins


1A
6B
7A
17B
12B
15B
2B
13A
5A
9B
3A
8A
16A
11A
14A
10B

Victory Conditions

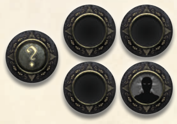
If *Pope Clement VI* is destroyed, the Unholy army wins the game.

If *Pope Clement VI* survives until the end of the 6th round, or if *the Devil* is destroyed, the Papal army wins the game.

Setup

The Papal army sets up first:

- *Pope Clement VI* is hidden and not deployed at the beginning of this scenario: Select 4 Scenario tokens (3 blanks, 1 silhouette). Place a face-down token in each of the buildings. The silhouette token represents *Pope Clement VI*.



- There must be at least 1 unit in each of the 4 buildings on the board. The other Papal army units and their Rally point are placed in the village areas.

The Unholy army then places its units in the 4 areas with a black triangle (see board setup illustration). There must be at least 1 unit per area. The Unholy army's Rally point can be placed in any black triangle area.

Italian Reinforcements (Papal Army):

- At the beginning of the 2nd round, place 3 units from the available Italian units in 1 area at the edge of the game board and receive 1 Command Order.

- At the beginning of the 3rd round, place all remaining units from the available Italian units in 2 areas at the edge of the game board.

Rewards

Papal Army gains:

- 1 ⊗ for each destroyed unit from the Unholy army (except *Flying Demons*).

- 2 ⊗ for each Disrupted *Flying Demons*.

Unholy Army gains:

- 1 ● for each destroyed unit from the Holy army.

- 2 ● if *Philippe de Vitry*, *Cola di Rienzo* or *Inquisitor Nicolas Eymerich* are destroyed.

Special Rules

DETECTING THE POPE

If a Troop from the Unholy army is in an area adjacent to a building, the Unholy player may spend 1 ● to check if the *Pope Clement VI* is hiding in the building. The Papal army player must flip the Scenario token in the targeted building.

If an Unholy unit attacks a building from an adjacent area, the token inside the building is immediately flipped.

The Papal army can decide to flip a token at any time during the game.

When a token is flipped:

- If the token is blank, discard it.
- If it is the silhouette, replace it with *Pope Clement VI*.

VILLENEUVE-LES-AVIGNON

At the beginning of each War Council phase, each player earns 1 ● or 1 ● for each allied area containing the shrine, the cloister ruins or the well.

MOVING THE UNHOLY ARMY'S RALLY POINT

The Unholy army can move its Rally point anywhere on the board by spending 3 ●.

SKopinski 16

TIME OF LEGENDS
Joan of Arc™

The Battle of Cravant

2-3-4

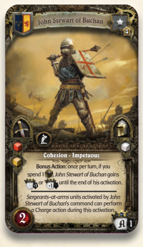
The Battle of Cravant

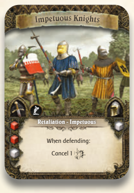
- July 31st, 1423 -

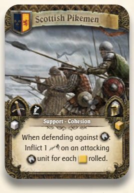
The Duke of Burgundy allied his forces against the English. Threatening his duchy, the French King sent battalions of his forces on the city of Cravant, accompanied by their Scottish allies. The city held on for months before emptying their supplies, the besieged having to eat rats and even their own horses.

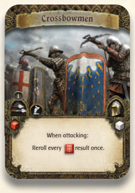
One morning, a combined English-Burgundian force marches on the besiegers. Surprised, the French don't know whether or not to leave their position. Meanwhile, the Scottish try to block off the incoming army by rushing to the nearby bridge. They end up pushed back by a flurry of arrows and an all-out charge. While the French hesitate to join the fight, they hear a loud outcry, amplified by the city's doors opening behind them. Claude de Chastellux, leading Cravant's garrison, runs out towards them! Stuck in a pincer attack, the French-Scottish forces try as they may to survive...

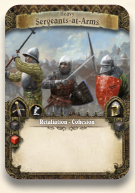
Scottish army

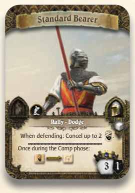

John Stewart of Buchan

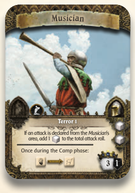

1 Impetuous Knights

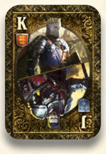

4 Scottish Pikemen


1 Crossbowmen

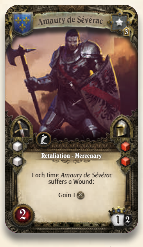

2 Heavy Sergeants-at-arms

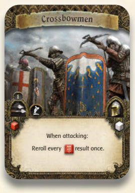

1 Standard Bearer

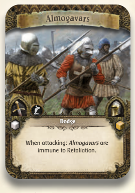

1 Musician

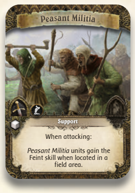


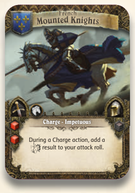
French army

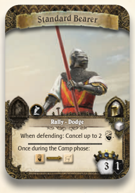

Amaury de Sévérac

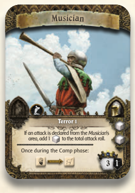

4 Crossbowmen


2 Almogavars

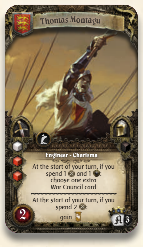

4 Peasant Militia

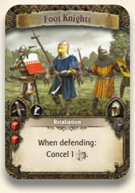

4 French Mounted Knights

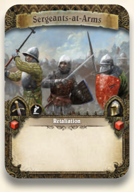

1 Standard Bearer

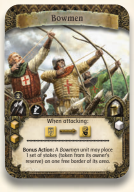

1 Musician

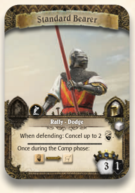
English army

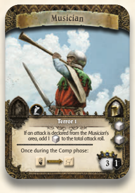

Thomas Montagu


1 Foot Knights

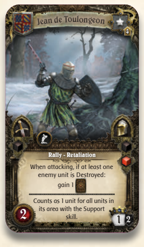

1 Sergeants-at-arms

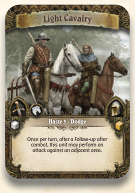

4 Bowmen

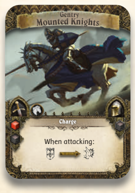

1 Standard Bearer

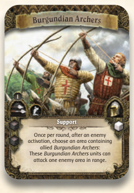

1 Musician

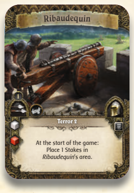
Burgundian army

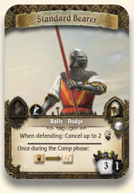

Jean de Toulongeon

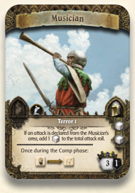

2 Light Cavalry


1 Gentry Mounted Knights

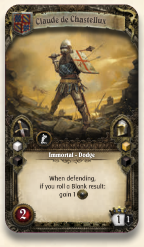

2 Burgundian Archers

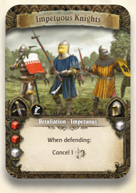

1 Ribaudequin

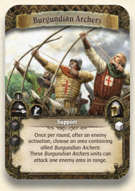

1 Standard Bearer

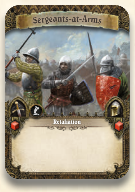

1 Musician

Burgundian army (Claude de Chastellux)

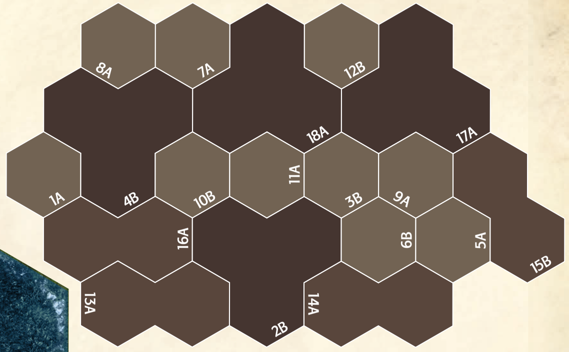

Claude de Chastellux

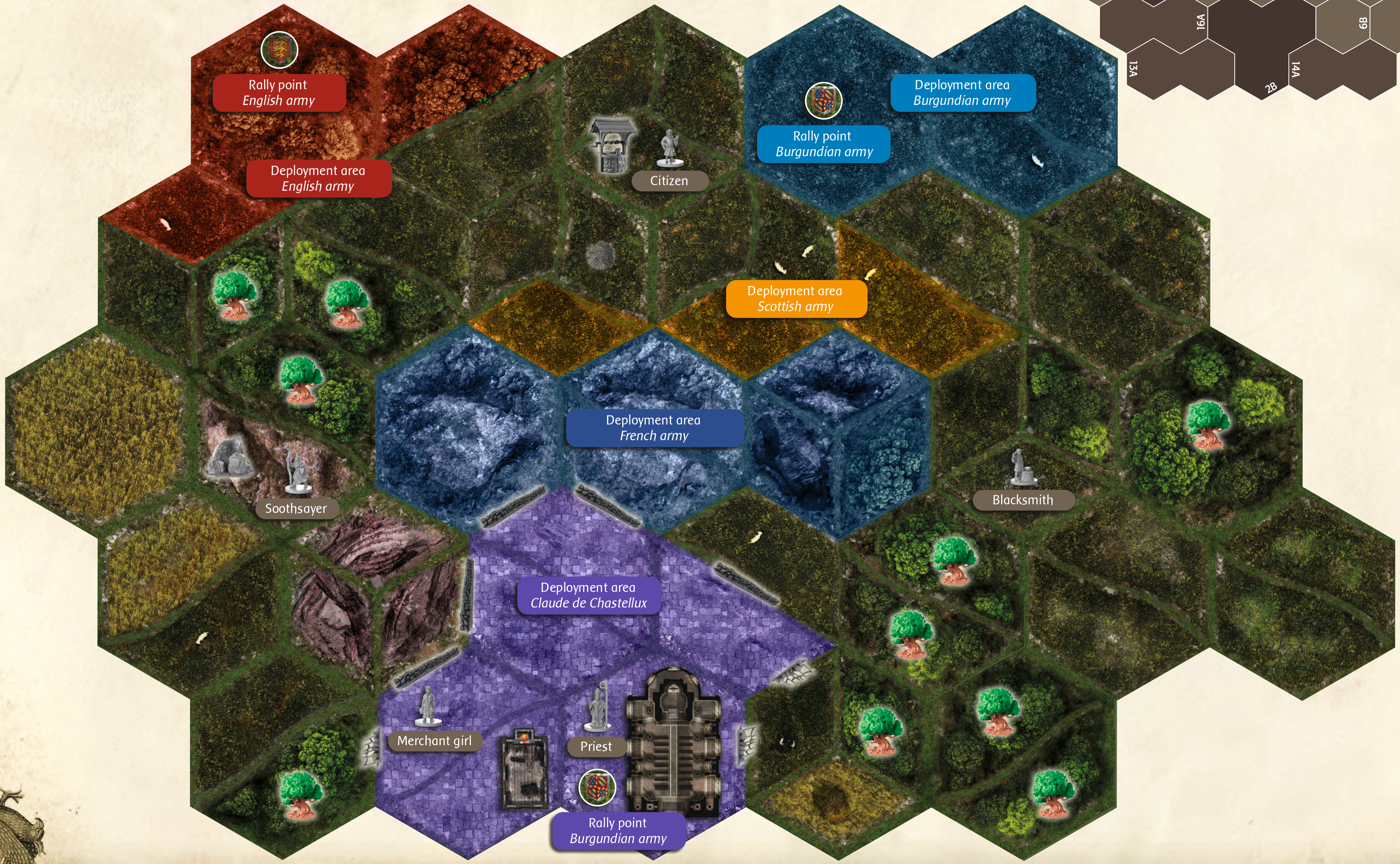

2 Impetuous Knights

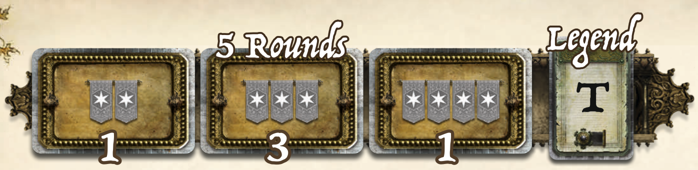

1 Burgundian Archers


1 Sergeants-at-Arms

(See special rules)


8A
7A
12B
18A
17A
1A
4B
10B
11A
3B
9A
16A
6B
5A
15B
13A
2B
14A


Rally point
English army
Deployment area
English army
Citizen
Rally point
Burgundian army
Deployment area
Burgundian army
Deployment area
Scottish army
Deployment area
French army
Soothsayer
Blacksmith
Deployment area
Claude de Chastellux
Merchant girl
Priest
Rally point
Burgundian army



Victory conditions

The side that lost the least units between the French-Scottish side and the English-Burgundian side at the end of the 5th round wins the game.

If either of the 2 sides has all of their Characters destroyed or Disrupted at the end of a round, they immediately lose the game.

If the French-Scottish side manages to get at least 5 units inside Cravant at any point during the game, they instantly win the game.

Rewards

Each player gains:

- 1 for each destroyed enemy Infantry or Cavalry unit
- 2 for each destroyed enemy Character

Setup

Deploy each army one after the other, in the following order:

1. Scottish army
2. English army
3. French army
4. Burgundian army under Jean de Toulongeon
5. Burgundian army under Claude de Chastellux (deploy inside the city of Cravant)

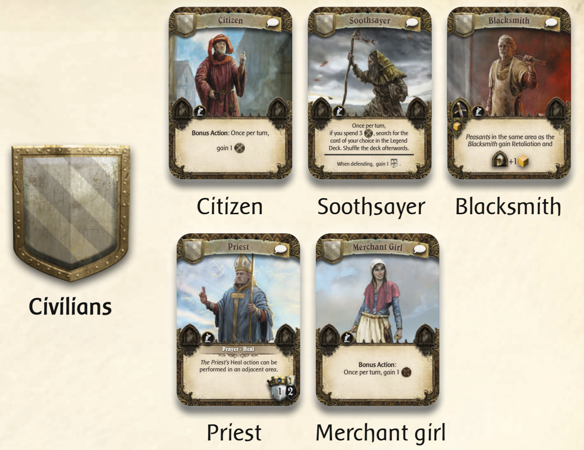
During the game, **order of play follows the same order.**

Special rules

5 ARMIES, 2 SIDES

The French-Scottish and English-Burgundian sides are split into 5 armies in this scenario.

- John Stewart of Buchan's army and Amaury de Sévérac's army make up the French-Scottish side.
- Thomas Montagu's army, Jean de Toulongeon's army and Claude de Chastellux's army make up the English-Burgundian side.



The distribution of armies changes according to the number of players:

2 players:

- 1 player controls both of the armies from the French-Scottish side.
- 1 player controls all 3 of the armies from the English-Burgundian side.

3 players:

- 1 player controls Amaury de Sévérac's army.
- 1 player controls John Stewart of Buchan's army.
- 1 player controls all 3 of the armies from the English-Burgundian side.

4 players:

- 1 player controls Amaury de Sévérac's army.
- 1 player controls John Stewart of Buchan's army.
- 1 player controls Thomas Montagu's army.
- 1 player controls both Jean de Toulongeon's and Claude Chastellux's army.

ALLIANCES

Units can't be in the same area as units belonging to another army, even their allies.

BESIEGING CRAVANT

Units from the French-Scottish side cannot enter Cravant (all grey village areas) as long as at least one unit from Claude de Chastellux's army is located in a town area . The infirmary and building interiors do not count as village areas. Units from the French-Scottish side can attack units inside Cravant.

SCOTTISH MEN NEVER SURRENDER

All results suffered by the French-Scottish army count as results.

Credits

Game Designer: Pascal Bernard

Scenario Writers: Patrick Receveur

Game Developers: Patrick Receveur & The Mythic Team

Artwork: Bayard Wu, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demaret

Tile Artist: Charles "Carl Art" Salom

Art Direction: Stéphane Gantiez, David Rakoto

Studio Miniatures Painter: Sébastien Lavigne

Tour of Legends Contributors: Andy Cahard, Pierre-Alexandre Vigor, Vincent-Thierry Savidan, Ben & Peps, Romain Delavie, Mike Monnier, Pascal Vanpée, Gaël Taché, Mathieu Giroux, Jérôme Petit, Rodolphe Chambonnaud, Olivier Côte-Petit, Loïc Grimaud, Nicolas Lamberti, Stéphane Gérard, Florian Rambur

Graphic Assistant: Sandra Tessières, Laurent Lucchini

Playtesters: Naël Evain, Matthieu Mignon, Erwan Guellec, Louis Guillon

Translators: Anne Vétillard, Erwan Guellec

Publishers: Benoît Vogt & Léonidas Vesperini

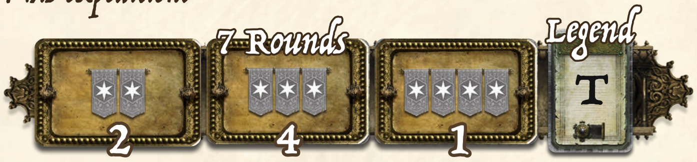
Joan of Arc

Village Pack

Offensive Against Plymouth

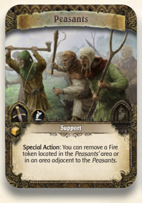
- 1376 -

In 1376, Admiral Jean de Vienne wants to strike at England's most important strongholds to push them back. With less than a year remaining to get prepared before his attack on Plymouth, the admiral asks the surrounding lords to give him the necessary materials for his expedition.

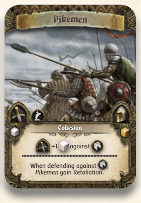


Each player (1, 2, 3 and 4)

Citizen token

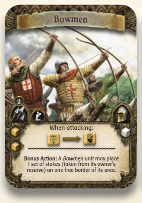


4 Peasants

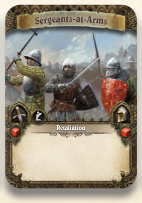


2 Pikemen

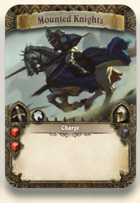
In Reserve :



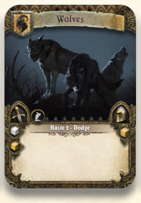
2 Bowmen



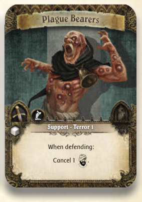
1 Sergeants-at-Arms



1 Mounted Knights

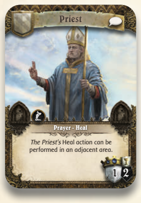


1 Wolves

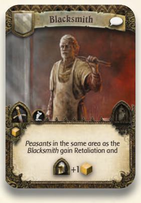


1 Plague Bearers

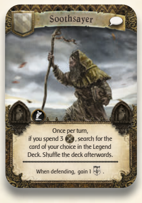
Civilians



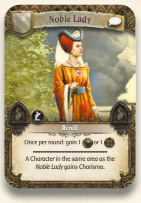
Priest



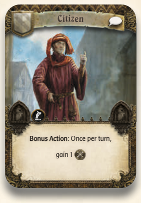
Blacksmith



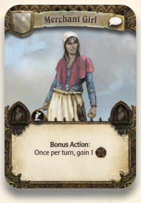
Soothsayer



Noble Lady



Citizen



Merchant Girl

Victory Conditions

The player with the most Notoriety Points (NP) by the end of the 7th round or when the ship's hold is full wins the game. Notoriety Points can be earned in the following ways:

- Filling the ship's hold with resources, 1 NP
- Recruiting Civilians (see Endgame Bonus for Civilians), X NP
- Contaminating Civilians (see Plague Bearers Special Rule), 2 NP
- Devouring animals with *Wolves (see Wolves Special Rule), 1 NP*

Use any generic token as Notoriety Points (NP), for example Wound tokens.

Reward

- 1 ⊗ when using the **Harvest** or **Build** action.
- 2 ⊗ for each destroyed *Wolves* or *Plague Bearers* unit.

Deployment

ANIMAL PLACEMENT

Shuffle the following tokens, face down, into a pile:

- 4 Horse tokens
- 6 Bullock tokens
- 6 Dog tokens
- 6 Sheep tokens

Place 1 token in each marked plain area (discard all remaining tokens). Flip all tokens face up, and replace them with the corresponding miniatures.

CIVILIAN PLACEMENT

Shuffle the profile cards for the *Merchant girl*, *Priest*, *Blacksmith*, *Soothsayer*, *Noble Lady* and *Citizen*, and place them face down at the indicated X spots on the map. Flip all cards face up, and replace them with the corresponding miniatures.

BETTING PHASE & SETUP

At the beginning of the game, each player rolls 5 black dice. The turn order for the remainder of the game is determined by how many Shield results were obtained by each player. Thus, the player with the most Shield results will be the 1st player in the game, and so on. In case of a tie, players roll the dice again. If the draw doesn't involve the 1st player, they are the one to determine who comes out on top instead.

- The 1st player chooses which starting hex to put their small house in, together with their Citizen token and Rally point. They then place 3 *Peasants* in their starting hex, however they like.
- The 2nd player then chooses which starting hex to put their cottage in, together with their Citizen token and Rally point (out of the remaining 3). They then place 4 *Peasants* in their starting hex, however they like.
- The 3rd player then chooses which starting hex to put their cottage in, together with their Citizen token and Rally point (out of the remaining 2). They then place 4 *Peasants* and 1 *Pikemen* unit in their starting hex, however they like.
- Finally, the 4th player puts their cottage in the last

remaining starting hex, together with their Citizen token and Rally point. They then place 4 *Peasants* and 2 *Pikemen* units in their starting hex, however they like.

Special Rules

Place trees, bushes and rocks according to the scenario map.

There is no infirmary in this scenario. Whenever a unit is Disrupted or destroyed, return it to its owner's reserve.

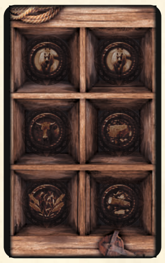
A field or forest area is considered neutral when containing no units of any army.

LONE MINIATURES

During this scenario, all miniatures (except *Wolves*) are kept alone, and thus are not set on bases. The lone miniatures still use their unit cards as if there were 3 on their base. *Citizen* units belonging to each player are represented with Citizen tokens in this scenario. *Citizen* units cannot be attacked.

UNLIMITED CAPACITY

All areas have unlimited capacity during this scenario.



SHIP'S HOLD

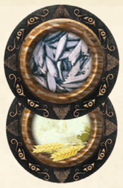
6 cards represent the ship's hold. These cards require six resources to be filled. At the beginning of the game, draw 1 of these cards and set it down for all players to see and play on. As soon as the drawn card is filled, another one is drawn to replace it. The game ends when 5 of the 6 ship's hold cards are filled with resources.

At the beginning of each Camp phase, go around the table.

SHIP'S HOLD CARDS

The 1st player decides whether or not to fill 1 of the ship's hold's empty spaces using their resources. To fill one of the spaces in the hold, put one of your resources over one of the resources indicated in the hold. If the resource you place corresponds to the one that is indicated on the card, you earn 1 NP. If a player is unable or unwilling to fill the ship's hold, they may pass their turn. Once a player has passed their turn, they must do so until the end of the round. Continue around the table until everyone has skipped their turn.

Players can attempt to trick the ship's captain by putting a resource in one of the hold's slots that don't correspond to the indicated resource. If you attempt to trick the captain, roll a black dice. On a Shield result, the captain is tricked. The resource stays in place, and the player gains 1 NP. On a Disrupted result, the Captain caught the player and keeps the resource as a bribe (discard that resource). The player is allowed to continue filling spaces in the holds. On a Killed result, the captain is offended and gets angry: the resource is discarded and a unit from the player's army (of the player's choosing) is destroyed. The player is allowed to continue filling spaces in the holds.



The rare resources Fish and Flour can be substitutes for any resource indicated in the ship's hold. They can be put anywhere in the hold without needing to trick the captain.

NEW ACTIONS

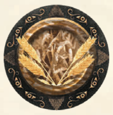
In this scenario, players have 7 new actions at their disposal:

- **Harvest Wheat** (See Harvesting Resources Special Rules)
- **Build** (See Habitations, Tent, Campfire, Wagon and Bridge Special Rules)
- **Recruit** (See Recruiting Special Rules)
- **Fish** (See River Special Rules)
- **Transform** (See Wagon Special Rules)
- **Devouring** (See Wolves Special Rules)
- **Contaminate** (See Plague Bearers Special Rules)

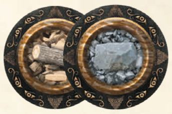
There is also one new Bonus Action, **Harvesting Resources** (other than Wheat)

HARVESTING RESOURCES

When a *Peasants* unit moves into an area containing a tree, a rock or an animal (except Dogs, see Dogs), its owner can immediately pick up the element from the area and add it to their reserve. These resources can be used when Building, or to fill the ship's hold.



A *Peasants* unit located in an area containing a bush can, at the cost of an action, **Harvest** 1 Wheat token. Doing so doesn't remove the bush from the area, which can be harvested indefinitely.



HABITATIONS

Habitations are separated into 3 levels (from lower to higher level):

- cottage
- small house
- big house

A habitation can be upgraded to the next level through a **Build** action, at the cost of 1 Wood and 1 Stone (as long as the building is still available). At the beginning of the game, there are 1 simple house and 2 big houses available in the common pool. When a habitation is upgraded, it is put back into the common pool and is replaced with the corresponding miniature.

- The Cottage lets the controlling player deploy either a *Peasants* or *Dogs* (if they possess the corresponding token) unit in its area for free at the beginning of each of their turns.
- The small house lets a player deploy either a *Peasants*, *Pikemen* or *Dogs* (if they possess the corresponding token) unit in its area for free at the beginning of each of their turns.
- The big house functions just like the small house, with the added benefit of allowing its owner to gain either 1 XP or Legend token at the beginning of each of their turns.

Tent

A *Peasants* unit can use the **Build** action and spend 1 Wheat and 1 XP token to set a tent in the controlling player's starting area. Once a tent has been built, its owner can **Recruit** a *Pikemen*, *Bowmen*, *Sergeants-at-arms* and *Mounted Knights* unit in its area using the **Recruit** action (see Recruiting special rule below).

Each player can only build 1 tent per game.

Recruiting

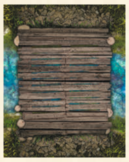
To go along with the unit deployment players can do at the beginning of their turns thanks to their habitations, the Citizen can use the **Recruit** action and spend 1 Wheat and 1 XP token to deploy an additional unit (from the ones available). Units recruited in this way can be deployed in any area containing an allied Rally point. Recruiting a *Mounted Knights* unit requires 1 Horse token along with the basic recruitment cost. **Any destroyed unit is put back in its owner's reserve.**

Campfire

At the beginning of the game, 3 campfires are available in the common pool. Each player can only possess 1 campfire. If a campfire is available, a *Peasants* unit can use the **Build** action and spend 2 Wood tokens to set a campfire in its area. The campfire serves as another Rally point for the player who controls it at the beginning of the round. At the beginning of each of their turns, they can move it to any allied area. A campfire cannot be destroyed or pushed.

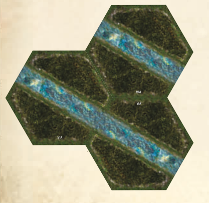
Wagon

At the beginning of the game, 2 wagons are available in the common pool. Each player can only possess 1 wagon. If a wagon is available, a *Peasants* unit can use the **Build** action and spend 1 Wood and 1 Cattle token to set a wagon in its area. A wagon located in an area adjacent to the hex containing the watermill can perform the **Transform** action, turning any number of their Wheat tokens into Flour tokens. A wagon can be attacked and destroyed. A wagon possesses 2 Hit Points and 1 white dice while defending. If a wagon is destroyed, it is put into its owner's reserve and can only be rebuilt by its owner.



Bridges

At the beginning of the game, 2 wooden bridges and 1 stone bridge are available in the common pool. If a bridge is available, a *Peasants* unit can use the **Build** action in an area adjacent to the river (that doesn't already contain a bridge) to build a bridge over the river (either by spending 1 Wood token for a wooden bridge, or 1 Stone token for a stone bridge).



Rivers

The river can only be crossed by moving across a bridge or the watermill. A *Peasants* unit located in an area adjacent to the river (bank) or on a bridge can use the **Fish** action. Its owner rolls a black dice: on a Shield result, they gain a Fish token. On any other result, nothing happens.

Dogs

When a unit (except *Plague Bearers*) moves into an area containing a neutral Dog miniature, its owner can add a Dog token to their reserve for free (remove the Dog miniature from the area upon doing so). Once they possess this token, they can recruit Dog units at the beginning of their turn by spending this token. Dog units possess 1 Hit Point, the Haste 2 trait, and no attack or defence dice. Any area containing at least 1 Dog unit cannot be attacked by *Wolves*. *Wolves* cannot move into an area containing a neutral Dog miniature.

Wolves

When a unit declares a move action into a neutral forest area, roll a black dice before moving: on a Shield result, nothing happens, complete the move action. On any other result, the next player following turn order decides whether or not to deploy a *Wolves* unit in the area from their reserve.

If the player either doesn't want to or can't, the next player following turn order may do the same, and so on until all other players have had a chance to do so. A *Wolves* unit's deployment in an area counts as an action for the activated units. If the area contains a tree, it cannot be harvested by the units which entered the area.

Wolves units can make a free Charge action at the beginning of each of their owner's turns, in addition to being activated like any other regular unit.

When a *Wolves* unit moves into an area containing a neutral animal miniature (except Dogs), it can use the **Devour** action to remove that animal from the board and add the corresponding token to its owner's pool. Devoured animals yield 1 NP to their owner at the end of the game if kept, and can be used when Building and Recruiting. Devoured animals cannot be used to fill the ship's hold. Keep them separately from harvested animals.

Plague Bearers

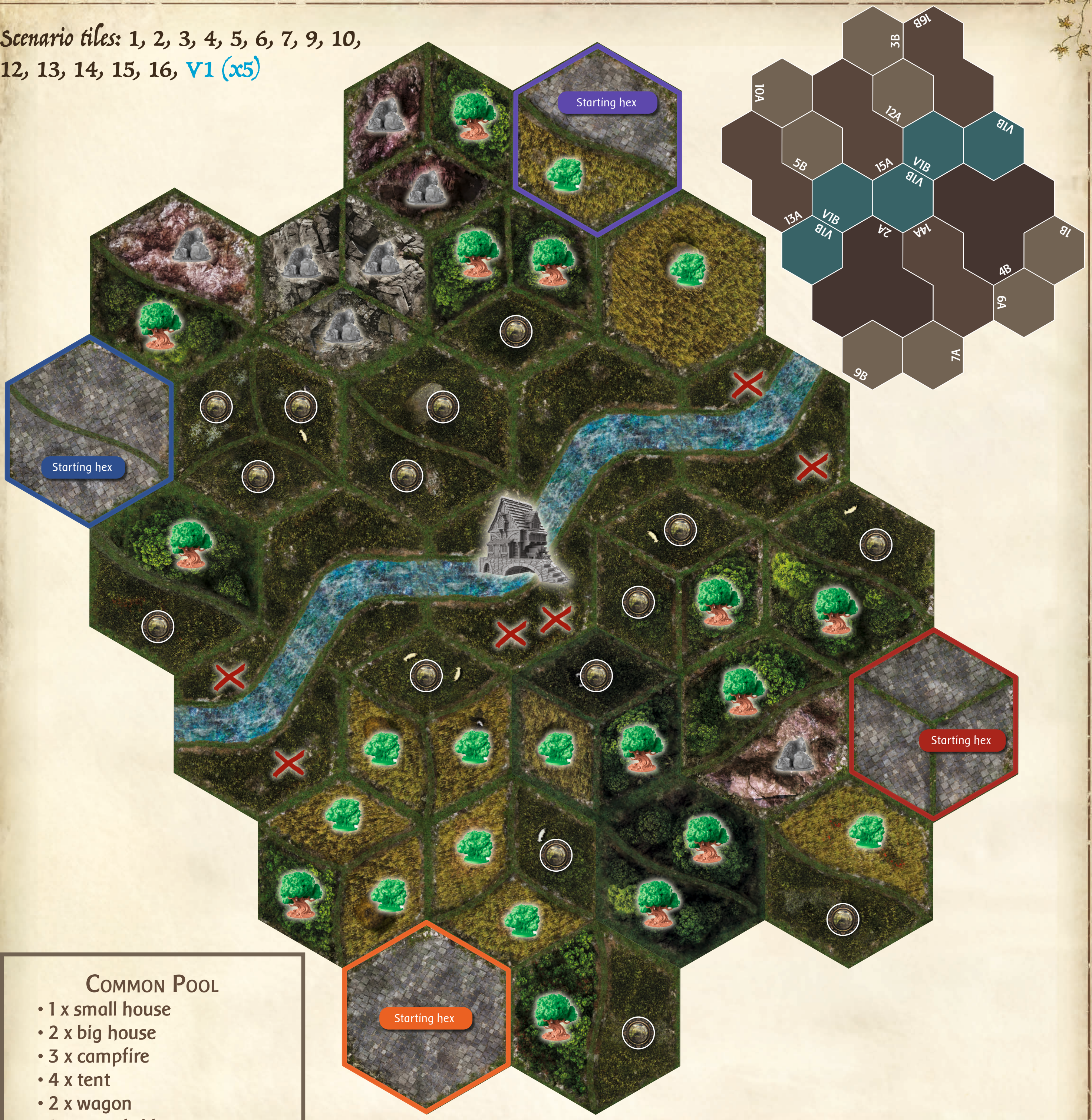
When a unit declares a move action into a neutral field, rocks or hill area, roll a black dice before moving: on a Shield result, nothing happens, complete the move action. On any other result, the next player following turn order decides whether or not to deploy a *Plague Bearers* unit in the area from their reserve.

If the player either doesn't want to or can't, the next player following turn order may do the same, and so on until all other players have had a chance to do so. A *Plague Bearers*' deployment in an area counts as an action for the activated units. If the area pushed into contains a harvestable element (Tree, Rock…), it cannot be harvested by the units which entered the area.

Plague Bearers can make a free movement action at the beginning of each of their owner's turns, in addition to being activated like any other regular unit.

When a *Plague Bearers* unit moves into an area containing a Civilian, it can use the **Contaminate** action to remove the Civilian from play and add it to that *Plague Bearers*' owner's pool. Contaminated Civilians yield 2 NP to their owner at the end of the game, and yield no extra bonuses (see Civilians).

Scenario tiles: 1, 2, 3, 4, 5, 6, 7, 9, 10, 12, 13, 14, 15, 16, V1 (x5)



COMMON POOL

- 1 x small house
- 2 x big house
- 3 x campfire
- 4 x tent
- 2 x wagon
- 1 x stone bridge
- 2 x wood bridge

CIVILIANS

When a unit (except *Wolves* and *Plague Bearers*) moves into an area containing a Civilian, its owner can recruit this Civilian for free as a bonus action.

You cannot recruit a new civilian if you already control at least one. If you control a civilian at the end of the game, you will gain endgame bonuses (see Endgame Bonuses for Civilians special rule). Players may not use Civilian profile abilities in this scenario. Civilians may not be attacked, nor be allocated dice. They may only be contaminated (see Plague Bearers special rule).

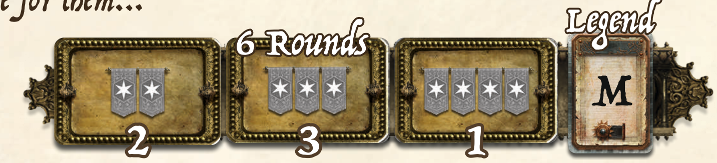
ENDGAME BONUSES FOR CIVILIANS

Each Civilian gives a different bonus at the end of the game:

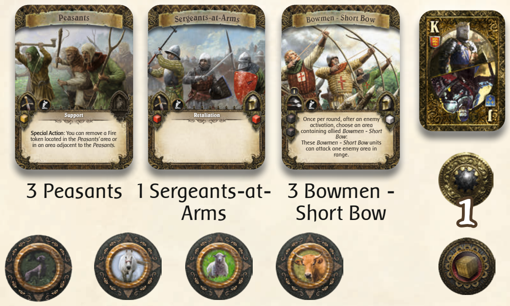
- **Blacksmith**: +1 NP for each *Mounted Knights* and *Sergeants-at-arms* unit on the board.
- **Citizen**: +1 NP for each ship's hold card filled.
- **Merchant Girl**: +1 NP for every 2 Wheat tokens set on ship's hold cards.
- **Priest**: +1 NP for each *Peasants* unit you control.
- **Soothsayer**: + 1 NP for each Legend card you played and for each *Pikemen* and *Bowmen* unit you destroyed.
- **Noble Lady**: + 1 NP for each bridge and wagon in play and for each time you used the **Build** action.

The Wild Beasts

John Mandeville went back to Liège in 1355 after having travelled all around the world. He wrote «The Travels of John de Mandeville», where he described mythical beasts never seen in France. Later, in 1358, some strange creatures attacked the livestock of the Dauphin's provinces. Some see it as divine punishment for their lord's debts, others see it as John de Mandeville having stated the truth. With the plague spreading all around the world, the beasts are hungry, and looking for food, they came for them...



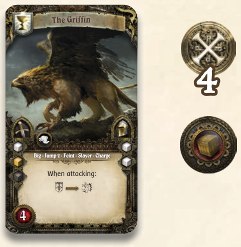
Player 1



3 Peasants 1 Sergeants-at-Arms 3 Bowmen - Short Bow

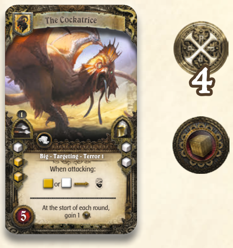
Animal Tokens

Player 2



The Griffin

Player 3



The Cockatrice

Victory Conditions

The side with the most Victory Points by the end of the 6th round wins the game.

Victory Points gained at the end of the 6th round:

Player 1:

- 1 Victory Point for each Sheep still on the board.
- 2 Victory Points for each Cow or Horse still on the board.
- 1 additional Victory Point for each animal present in the stable.
- 1 Victory Point for each remaining HP on the *Unicorn*.
- 1 Victory Point for each *Peasants* still on the board.

Player 2:

- 1 Victory Point for each devoured Sheep or Dog, and for each destroyed *Peasants*.
- 2 Victory Points for each devoured Cow or Horse.
- 1 Victory Point for each wound inflicted on *The Unicorn* or *The Cockatrice*.

Player 3:

- 1 Victory Point for each devoured Sheep or Dog, and for each destroyed *Peasants*.
- 2 Victory Points for each devoured Cow or Horse.
- 1 Victory Point for each Wound inflicted on *The Unicorn* or *The Griffin*.

If a side is eliminated, reduce their Victory Points to zero.

Special Rules

WILD BEASTS

During each council phase, *The Griffin* and *The Cockatrice* may replace 1 of their Orders with another Order of their choice. They both have no Rally point, and thus cannot be Disrupted, being immediately destroyed instead.

MANDRAGORA THICKETS

In this scenario, all bushes are Mandragora thickets. When a Wild Beast (*Griffin*, *Cockatrice*) moves into an area containing a Mandragora thicket, it can devour the thicket as a bonus action to heal 1 Wound, at the cost of 2 XP tokens. The thicket is removed from the board once devoured. *Peasants*, *Bowmen - Short Bow*, *Sergeants-at-Arms* and *The Unicorn* can attack Mandragora thickets: They are destroyed if they suffer a Push, Disrupted or Kill result from an attack.

WELL

If a *Peasants* unit moves into the area containing the well, they can summon *The Unicorn* as a bonus action at the cost of 1 Legend token. *The Unicorn* is deployed in an allied or neutral forest area, under the control of Player 1 (French).

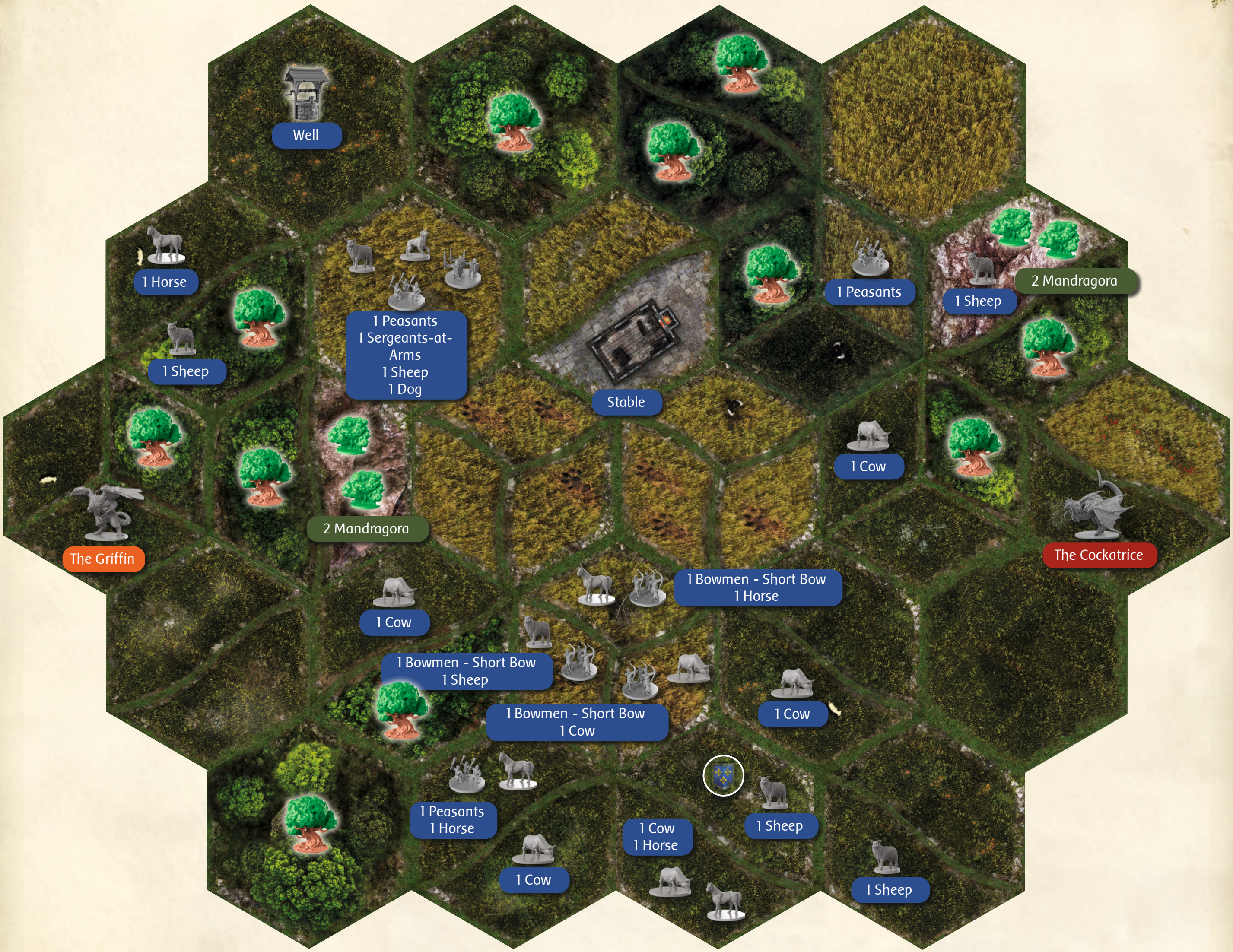
ANIMALS

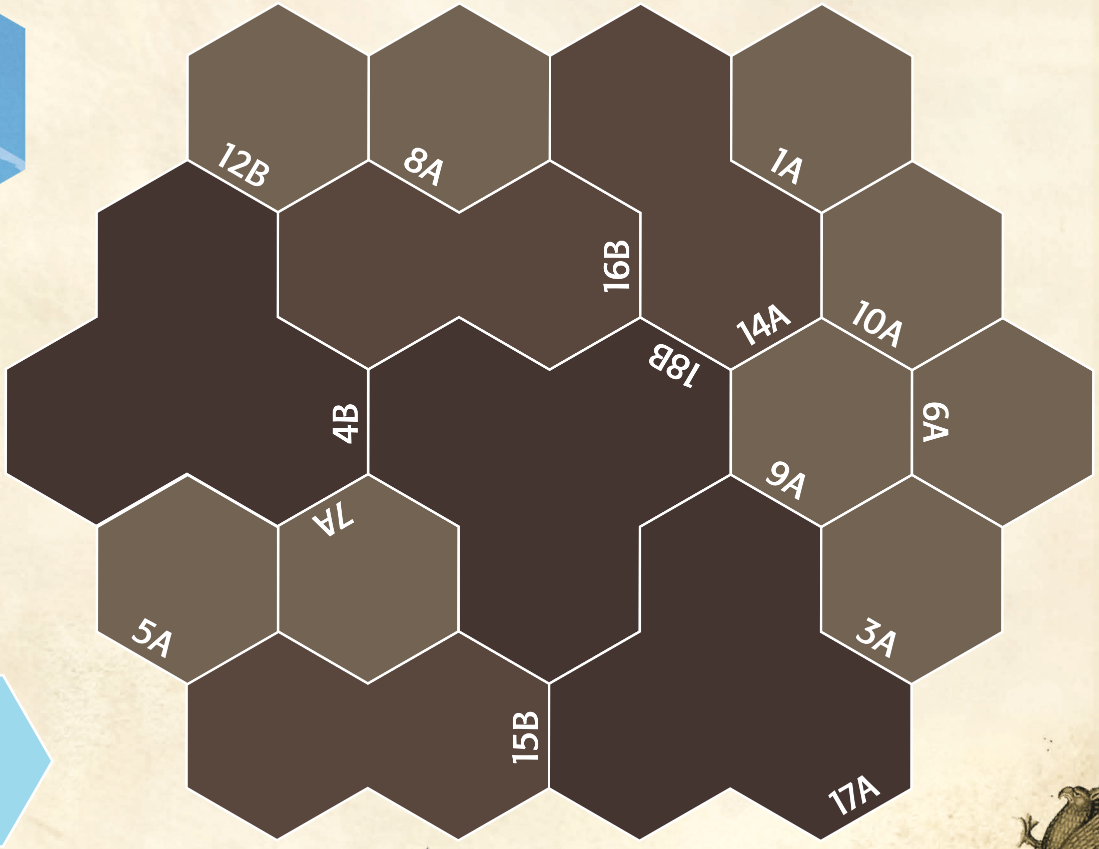
Player 1 takes 1 token for each type of animal in play, and puts it in front of them. By putting an Order on an animal token, you can activate all animals of said type on the board at the same time (once per round and per animal type). When an area containing their units and animals receives an Order, player 1 can activate as many animals as there were other activated units in the area. Animals suffering a Disrupted or Kill result from a Wild Beast's attack are devoured, destroy them. Animals suffering a Disrupted or Kill result from a Wild Beast's Big attack are destroyed, not devoured. Player 1 allocates wounds on animals when necessary.

THE STABLE

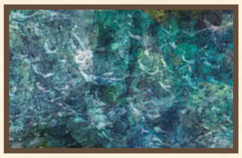
The stable cannot be destroyed by the Wild Beasts in this scenario. It also has infinite capacity. Any animal inside the stable yields 1 Victory Point token to Player 1 at the end of the 6th round. Animals located in the stable still count as being on the game board.

Scenario Tiles: 1, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 15, 16, 17, 18

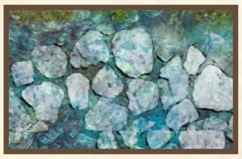

Well
1 Horse
1 Peasants
1 Sergeants-at-Arms
1 Sheep
1 Dog
1 Sheep
Stable
1 Peasants
1 Sheep
2 Mandragora
1 Cow
2 Mandragora
The Griffin
The Cockatrice
1 Bowmen - Short Bow
1 Horse
1 Cow
1 Bowmen - Short Bow
1 Sheep
1 Bowmen - Short Bow
1 Cow
1 Cow
1 Peasants
1 Horse
1 Cow
1 Horse
1 Sheep
1 Cow
1 Sheep


12B
8A
1A
16B
14A
10A
18B
4B
9A
6A
7A
5A
3A
15B
17A

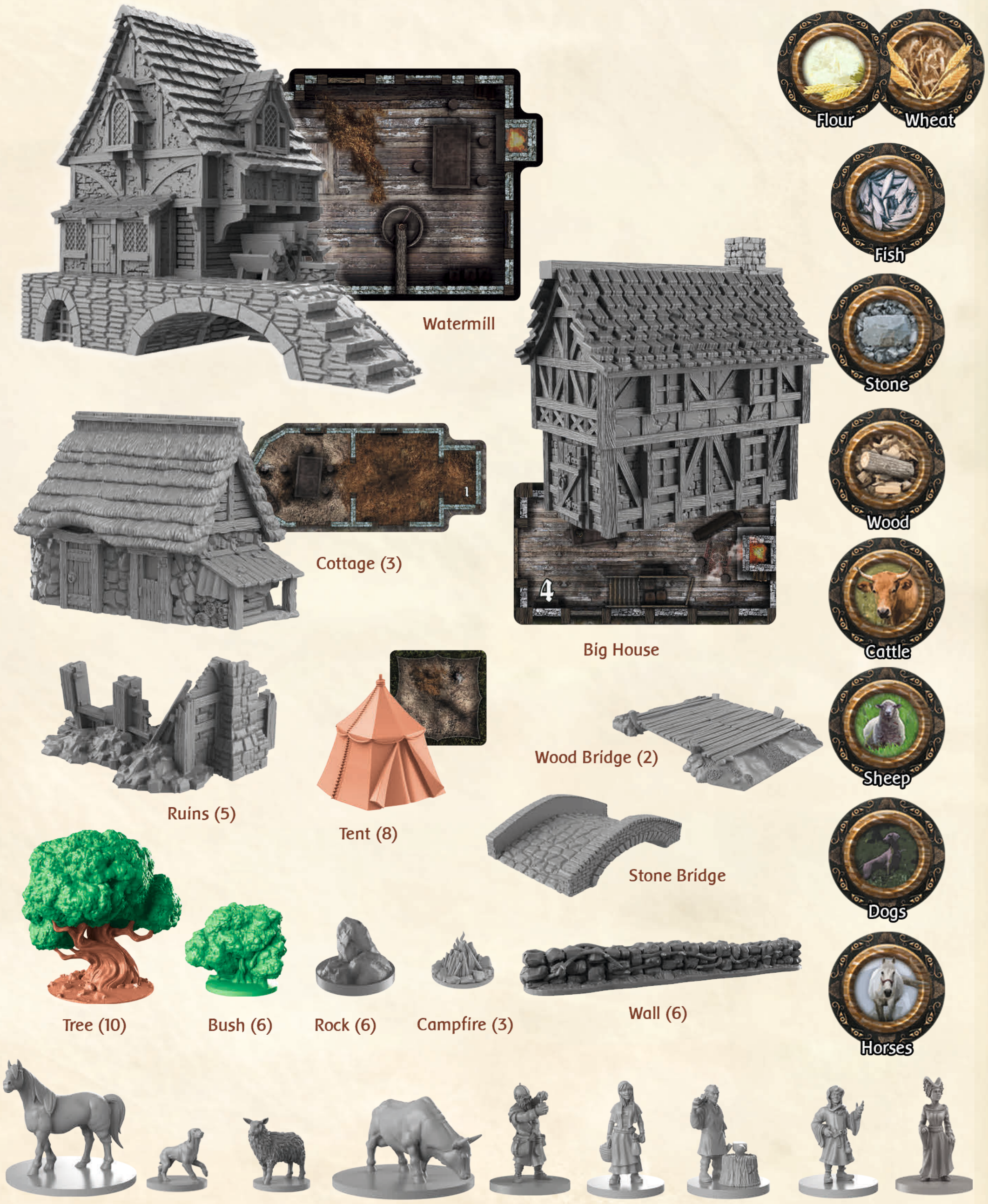
GENERIC RIVER AND BRIDGES RULES


RIVER AREA

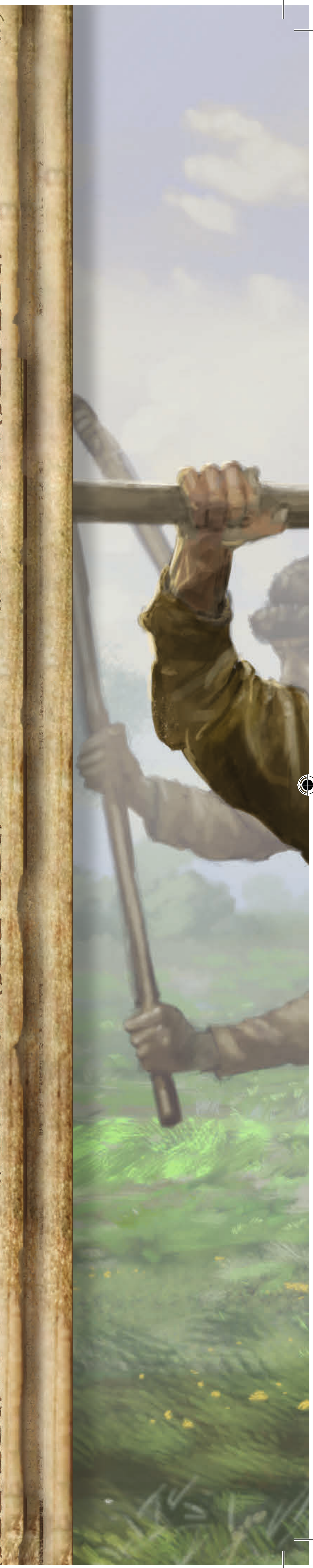
A river tile is composed of 3 areas, 2 banks (which count as plains) and a river area. Each area (bank and river) contains 4 spaces each. Only flying units can move into a river area. A bridge (wooden, stone or watermill) is laid over a river area, connecting 2 opposing banks. A bridge is an area that is considered a plain area that contains 2 spaces and occupies 2 spaces in the river area.


FORD AREA

A ford area is considered a swamp containing 4 spaces.


Flour
Wheat
Watermill
Fish
Stone
Wood
Cottage (3)
4
Big House
Cattle
Ruins (5)
Tent (8)
Wood Bridge (2)
Sheep
Stone Bridge
Dogs
Tree (10)
Bush (6)
Rock (6)
Campfire (3)
Wall (6)
Horses
Horse (4)
Dog (6)
Sheep (6)
Cow (6)
Apothecary
Merchant Girl
Blacksmith
Citizen
Noble Lady

Game Designer: Pascal Bernard - **Game Developers:** Patrick Receveur & The Mythic Team - **Artwork:** Bayard Wu, Stefan Kopinski, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demaret - **Tile Artist:** Charles "Carl Art" Salom - **Sculptors:** Irek Zielinski, Grégory Clavilier - **Art Directors:** Stéphane Gantiez, David Rakoto - **Graphic Assistants:** Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Arnaud Marchand, Juliette Pompanon - **Playtesters:** Nael Evain, Matthieu Mignon, Louis Guillon, Erwan Guellec and over 2000 people during our Tour of Legends! - **Translator:** Erwan Guellec - **Proofreaders:** Norbert Schmitt, Francesco Mariottini, Mathew Somers, Laurent Mussot, Marc Caldéré - **Scenario Writers:** Pascal Bernard, Patrick Receveur, Romain Delavie - **Production Manager:** Erwann Le Torrivellec - **Publishers:** Benoit Vogt & Léonidas Vesperini - A huge thank you to our 11,195 backers who made this project a reality!



TIME OF LEGENDS
Joan of Arc

Ars Nova

1-3

The Ars Nova Controversy

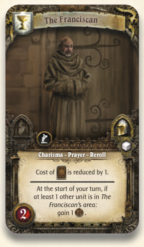
- Avignon -1343 -

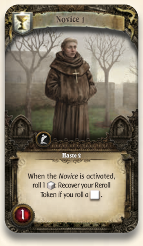
The famous mathematician and philosopher, Jean de Murs, and the renowned composer, bishop, and reformer, Philippe de Vitry, have been summoned to Avignon by Pope Clement VI to defend their theory of the Ars Nova. It is a new system of musical measures and harmonies which has been strongly opposed by the church due to its mixing of secular melodies with liturgical music.

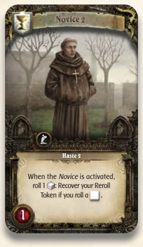
Jean de Murs and Philippe de Vitry have spent several weeks in the Abbey of Saint-André at Villeneuve-les-Avignon preparing their defence, but with the imminent arrival of the inquisitor who will judge the case, their sheet music has been stolen and both have fallen ill. Jean de Murs is suffering badly and is bedridden, and with their lives on the line, Philippe de Vitry writes to his friend, the Franciscan monk Brother Francois, to ask for his help.

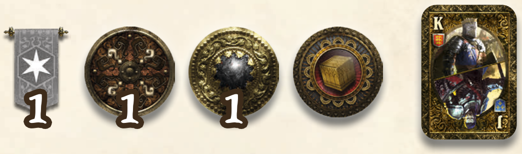
When Brother Francois arrives at the abbey, along with two novices, and begins his investigation, he discovers that the Benedictine order may be behind not only the theft of the sheet music, but also the possible poisoning of the two men. With time running out, Brother Francois must prove his theory by finding the sheet music and the cure before the inquisitor arrives...

Franciscans

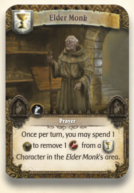

The Franciscan

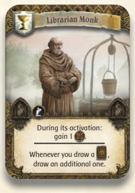

Novice 1

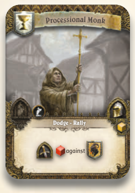

Novice 2

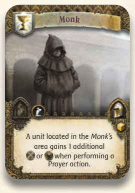


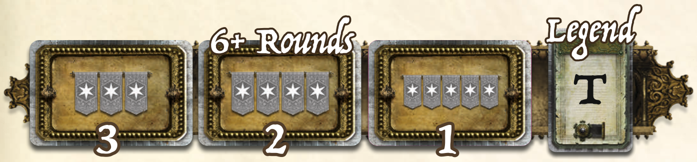
Monk player


1 Elder Monk


2 Librarian Monks


4 Processional Monks


8 Monks

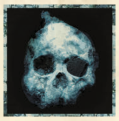


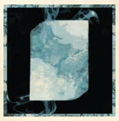
Victory Conditions

In this scenario, players work together to accomplish the following goals:

- Preventing *Philippe de Vitry*'s death from poisoning.
- Opening up the Crypt before the *Inquisitor*'s arrival in the abbey.
- Finding the Ars Nova Parchment tokens hidden in the Crypt.

Board & Setup


Skull Tokens


Ars Nova Parchment Tokens

Before the beginning of the game, take **12 Skull tokens** and **4 Ars Nova Parchment tokens**, shuffle them and place one, face down, on each of the 16 spaces of the Crypt board.

Hidden Item Tokens

Shuffle the following tokens and place them according to the map.

- 2 Monk tokens
- 3 Medicinal Herb tokens
- 3 Abbey Map tokens
- 3 Trap tokens
- 3 Dice tokens
- 4 Parchment Reading tokens

Place the following tokens face up according to the map

- Wine (Grapevine)
- Honey (Beehive)
- Ham (Cellar)

Prepare the Inquisitor / Challenge track, *Philippe de Vitry*'s unit cards, shuffle and place the Abbey and Challenge cards as shown on the next page.

Special Rules

In this scenario, the keyword "Monk" indicates any unit with a name containing the word "Monk". Units from different players can be in the same area.

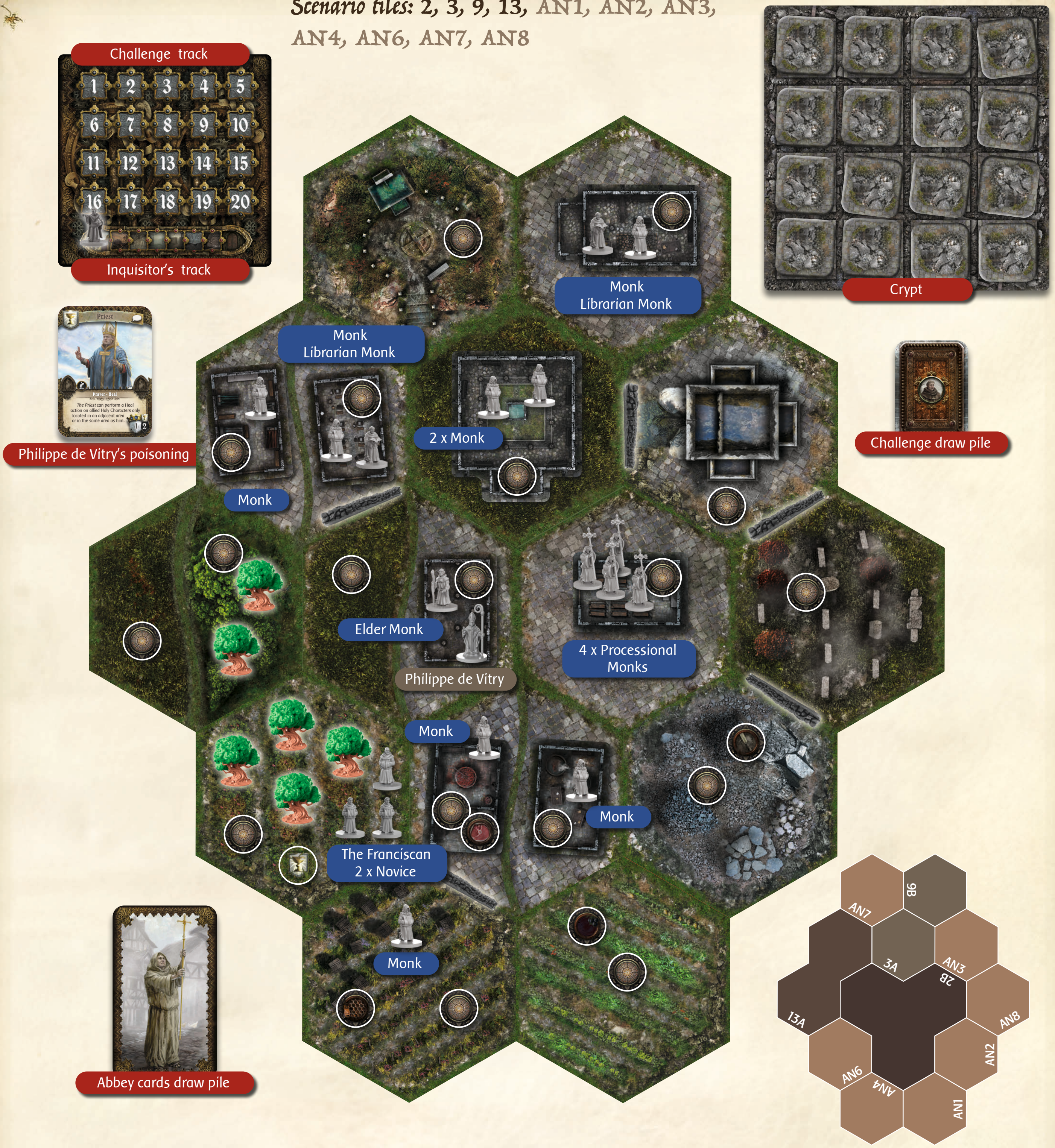
PLAYERS

With 3 players, each one takes control of one Character: *The Franciscan*, *Novice 1* or *Novice 2.*

With 2 players, players choose which Character they control. The 3rd Character is controlled by both players at the same time (using their own Orders).

With 1 player, all Characters are controlled by the player, who uses a Player board for each.

Scenario tiles: 2, 3, 9, 13, AN1, AN2, AN3, AN4, AN6, AN7, AN8


Challenge track
1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20
Inquisitor's track
Priest
Philippe de Vitry's poisoning
Crypt
Challenge draw pile
Monk
Librarian Monk
Monk
Librarian Monk
2 x Monk
Monk
Elder Monk
Philippe de Vitry
4 x Processional Monks
Monk
Monk
The Franciscan
2 x Novice
Monk
Abbey cards draw pile
9B
AN7
3A
AN3
2B
13A
AN8
AN2
AN6
AN4
AN1

ROUND
If the Round deck is emptied before the Inquisitor's arrival, players receive 3 Command Orders per round until the end of the game.

TURN ORDER
The Franciscan, Novice 1, Novice 2.

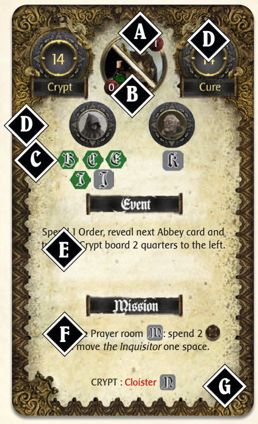
SETUP
In this scenario, all monk miniatures are fielded individually and not grouped together on bases of three.
Areas have unlimited capacity during this scenario.

COMMON RESOURCE POOL
Players put their resources (Legend cards, ⊗ , ● , ● and Reroll tokens) in a common resource pool, to be used by all players. All their resources are thus shared.

DEATH
Player controlled Characters cannot be destroyed during this scenario. If a player controlled Character reaches 0 HP, its owner removes all their remaining Orders (not the other players' Orders) from the common resource pool. The Character is removed from the game board, and is rallied at the beginning of its next turn.

ABBEY CARDS

At the beginning of each round, draw 1 Abbey card. Abbey cards give out the following information:


A
D
14
Crypt
1
0
B
14
Cure
D
C
B C E
I J
K
Event
Spend 1 Order, reveal next Abbey card and turn Crypt board 2 quarters to the left.
E
Mission
F
Prayer room M: spend 2
move the Inquisitor one space.
CRYPT : Cloister N
G

- **A** The number of steps the *Inquisitor* advances on his track.
- **B** *Philippe de Vitry*'s poison Wounds.
- **C** The monks' movement in the abbey.
- **D** A Challenge value, determining each Challenge's difficulty for the round (see Challenges).
- **E** Events that occur once the Abbey card is revealed.
- **F** Missions players can fulfill once during the round, with corresponding rewards.
- **G** The location of the Crypt if it is revealed during the round (see Abbey Map tokens).

At any time, players can spend 3 ● to look at the next Abbey card.

The Inquisitor

The *Inquisitor* moves on an 8 space board (1 start space, 6 travel spaces, 1 arrival at the abbey space); the value indicated on the Abbey card indicates how many spaces the *Inquisitor* moves each round.
If a dice symbol is indicated, roll 1 ■:

- On a Shield result, nothing happens.
- On a Disrupt result, the *Inquisitor* moves 1 space.
- On a Kill result, the *Inquisitor* moves 2 spaces.

If *The Inquisitor* reaches the arrival at the abbey space, the game immediately ends, with the players losing.

Philippe de Vitry

Philippe de Vitry has been poisoned: at the beginning of each round, he suffers a number of Wounds equal to the value displayed on the Abbey card.
If a dice symbol is indicated, roll 1 ■:

- On a blank result, nothing happens.
- On any other result, *Philippe de Vitry* suffers 1 Wound.

Philippe de Vitry has 4 HP at the beginning of the game.
Each time *Philippe de Vitry* suffers any Wound, put a Wound token on *Philippe de Vitry*'s poisoning card.
If *Philippe de Vitry* dies from poisoning (as soon as his card contains 4 Wounds), the game immediately ends, with the players losing.
Philippe de Vitry can be moved into any area to negate the effects of any monk's presence, at the cost of an Interrupt Order (see Abbey monks).

Abbey Monks

The monks present in the abbey move around at the beginning of each round, following the indications displayed on the Abbey card. For each letter shown below a monk's illustration, one unit from this monk type moves into the corresponding area. These movements are made following the letters' order:
Thus, if there aren't enough units to perform all the indicated movements, then the last indicated areas aren't affected by the card. A monk cannot move more than once following the indications of the same Abbey card.
If a *Processional Monk* is located in the same area as a player controlled Character, the latter must spend 1 ●, or roll 1 ■ and get a blank result; otherwise, the Character suffers the effects of a Failure (see Failure).

FAILURE

If a player fails an action involving dice rolls while a monk is present in the same or adjacent area, the monk moves into the player's area in the following order and applies the following effect:

- The *Elder Monk* forces the player Character to discard 1 Order of their choice from the common pool, or locks them in the dungeon: the Character is then redeployed on its Rally point at the beginning of its next turn.
- If there is no Elder Monk, the *Processional Monk* flagellates the Character. Roll 1 ■ and suffer its result without rolling Defence dice.
- If there is no Elder Monk or Processional Monk, the *Librarian Monk* forces the player Character to discard 1 of their resources (Legend cards, ●, ● or ● tokens).
- If there are no other monks, the *Monk* inflicts a Push result on the Character.

HIDDEN ITEM TOKENS

Pick-up action

Characters can perform a Pick-up action for free when moving into an area containing an Item token if there isn't a monk in said area.

If a monk is present in the area containing an Item token, roll 1 ■:

On a Shield result, the Item is picked up. Otherwise, suffer the effects of a Failure (see Failure).

If a *Processional Monk*, a *Librarian Monk* or the *Elder Monk* is present in the area containing an Item token, roll 1 ■:

On a Push result, the Item token is picked up. Otherwise, suffer the effects of a Failure (see Failure).

There are 6 different types of Item tokens:

2 Monk tokens: If this token is picked up, the closest monk unit moves into the token's area, and the Crypt board rotates 90 degrees clockwise.
If several monks are the same distance from the token's area, move them in the following priority order: *Elder Monk, Processional Monk, Librarian Monk* and *Monk*.

3 Medicinal Herb tokens: If all 3 of these tokens are picked up (the Mandragora, the Hellebore and the Mugwort), players can go into the Laboratory to prepare the antidote necessary to cure *Philippe de Vitry* (see Challenges).

3 Abbey Map tokens: If all 3 of these tokens are picked up, the entrance to the Crypt is revealed.

The Crypt is located in the area indicated at the bottom of the current Abbey card once the 3rd Abbey Map token is picked up. Once the Crypt has been revealed, it can be opened with the Crypt Opening Challenge (see Challenges).

3 Trap tokens: A Character picking up this token suffers 1 Wound.

3 Dice tokens: A Character picking up this Item can reroll one dice of their choice, once per game.

4 Parchment Reading tokens: A Character picking up this Item can read parchments for the remainder of the game. They can, at any time, spend 4 ⊗ or 4 ● to fflip one of the tokens from the Crypt face up, remember its contents and then flip it back face down.

VISIBLE ITEM TOKENS

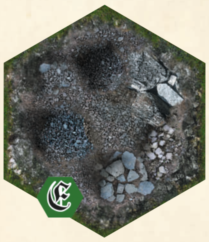
These Items don't follow the usual Pick-up rules (see Areas).

Wine (Grapevine), Honey (Beehive) and Ham (Cellar): Using one of these Items, a Character can move any monk from an adjacent area into any area of their choice, at the cost of 1 ● or 1 ●. The Item isn't lost upon being used.

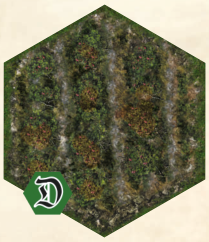
Crowbar: Reduces the indicated target for each Challenge by 2 (see Challenges). You can keep the crowbar after use.

Medicinal Herb tokens and the Crowbar token count as being owned by all players. All other Item tokens are only usable by their owner.

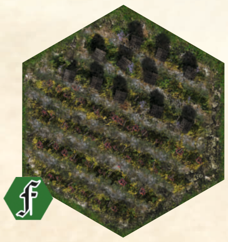
AREAS



Quarry

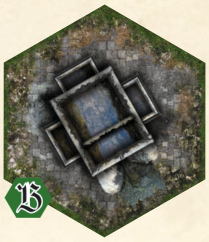


Orchard



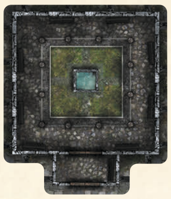
Beehive/Vineyard

Fountain



Wash house

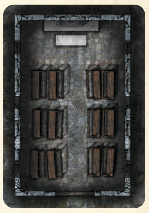
Cemetery



N Cloister

L Library

H Cellar



M Prayer room

A Dormitory

J Laboratory

K Scriptorium

O Capitular hall

If a Character is located in a particular area at the end of their turn, they can benefit from special effects:

Beehive: A Character located in the Beehive can attempt to pick up the Honey by rolling 4 ■: If at least 3 of the results are Shields, the Honey is picked up. Any other result, the Character suffers the effects of a Failure (see Failure).

Capitular hall: Once per turn, if no monk is located in it, a Character present in the Capitular hall can roll 1 ■: On a blank result, the Inquisitor moves back 1 space. For any other results, gain 1 ⊗ (having a Character present in the Capitular hall is enough to gain 1 ⊗, disregarding the presence of a monk unit).

Cellar: If a Character is alone in the Cellar, they gain 1 ⊗. They can also attempt to pick up the Ham by throwing 4 ■: If at least 3 of the results are Shields, the Ham is picked up. Otherwise suffer the effects of a Failure (see Failure).

Cemetery: When a monk moves into the Cemetery, the Crypt board turns 90° clockwise. A Character located in the Cemetery can move any unit on the game board one area by rolling 4 ■ and getting at least 3 Shield results.

Cloister: If a monk unit is located in the Cloister at the end of a round, gain 1 ●; If 2 or more monk units are located in the Cloister at the end of a round, gain 2 ●.

Dormitory: If a Character is alone in the Dormitory, they can look at 1 Item token anywhere on the board, or gain 1 ●.

Fountain: Heal 1 Wound on a damaged Character (except *Philippe de Vitry*) upon entering the Fountain.

Vineyard: A Character located in the Vineyard can transform 2 ● into 1 ⊗. They can also attempt to pick up the Wine by rolling 4 ■: If at least 3 of the results are Shields, the Wine is picked up. Otherwise suffer the effects of a Failure (see Failure).

Laboratory: A Character located inside the Laboratory after the 3 Medicinal Herb tokens have been picked up can initiate the Antidote Creation Challenge at the cost of an action (see Challenges).

Library: Once per turn, if no monk unit is located in the Library, a Character can draw 3 Legend cards and keep 1, or gain 1 Challenge point for the next Challenge they face (see Challenges).

Orchard: Gain 1 ● or 1 ●.

Prayer room: If a monk unit is located in the Prayer room at the end of the round, a Character gains 1 ●. If 2 or more monk units are in the Prayer room, gain 2 ●.

Quarry: A Character that moves into the Quarry gains 1 ●. They can also attempt to pick up the Crowbar by rolling 4 ■:
If at least 3 of the results are Shields, the Crowbar is picked up. Any other result, the Character suffers the effects of a Failure (see Failure).

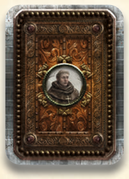
Scriptorium: Once per turn, if no monk unit is located in the Scriptorium, flip one of the tokens from the Crypt face up, remember its contents and then flip it back face down.

Wash house: When finishing an activation in the Wash house, gain 1 ● or transform as many ● as you want into ● and vice versa.

WALLS

Walls can only be moved through by the *Novices*. In order to do so, they must roll 1 ■:
On a Shield result, the action succeeds. Otherwise, the *Novice* suffers 1 Wound.
This action can also be performed automatically by spending 1 ●.

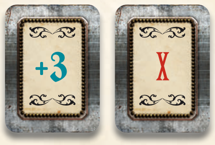
CHALLENGES



In order to perform the Antidote Creation and the Crypt Opening Challenges, use the Challenge cards: a player undergoing a Challenge draws one card after the other in order to accumulate Challenge points (displayed on the drawn cards). The number of points necessary to succeed for each Challenge is indicated on the Abbey card of the current round.

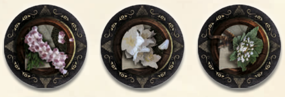
Only Knowledge cards are worth points when drawn. The player can stop drawing cards at any time, thus keeping the accumulated points for their next try. Use a different wooden cube on the Challenge track to keep track of each Challenge point accumulated. If the player draws a Disturbance card, the Challenge is stopped immediately. The points yielded by the last Knowledge card drawn are lost as well.

If a Challenge is stopped, the accumulated points are kept for the next attempt . They are also kept when stopping the Challenge voluntarily.
If a Disturbance card is drawn, the Character suffers the effects of a Failure (see Failure).
Before drawing any Challenge cards, flip the hourglass. If the Challenge hasn't been stopped, voluntarily or not, before the end of the hourglass, suffer the effects of a Failure (see Failure). Challenge cards are shuffled at the beginning of every Challenge attempt. Use different wooden cubes to keep track of each Challenge's score on the Challenge track. Do not keep the drawn cards.
***All earned Challenge points that aren't used when successful performing a Challenge can be allocated to the other Challenge.**



Knowledge cards Disturbance cards

Antidote Creation: This Challenge is initiated by a Character located in the Laboratory once all 3 Medicinal Herbs have been picked up, at the cost of an action. Once created, the antidote is automatically administered to *Philippe de Vitry*, and he no longer loses HP from the poisoning triggered by Abbey cards.

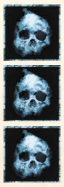


Crypt Opening: This Challenge is initiated by a Character located on the Crypt's entrance, once it has been revealed, by picking up all 3 of the Abbey Map tokens, at the cost of an action. If the Crypt hasn't been opened before *The Inquisitor* reaches the abbey, the game immediately ends, with the players losing. Once the Crypt is opened, the Crypt phase begins (see Crypt Phase).

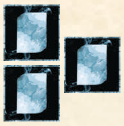
CRYPT PHASE

During the Crypt phase, monks and Characters cannot act anymore. The only action players can take is flipping one of the tokens from the Crypt face up.

Each time a token is flipped face up without ending the game, players can flip another token.



If 3 Skull tokens are flipped face up, the game immediately ends, with the players losing.

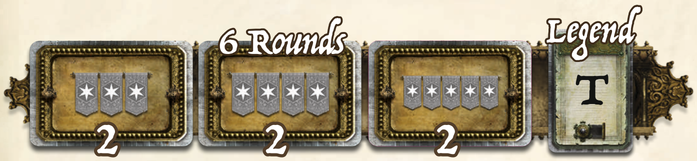


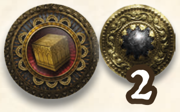
2-3 players: If 3 Ars Nova Parchment tokens are flipped face up, the game immediately ends, with the players winning.

The Abbey of the Three Fountains

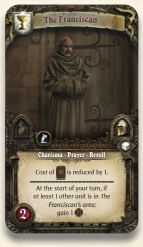
- Orval -1338 -

In 1132, the Abbey of the Three Fountains in Champagne sent seven monks to Orval to found a Cistercian abbey there. Initially, Orval Abbey prospered with the construction of a new church and a library, but a fire in 1252 gutted the abbey and led to a downturn in its fortunes. Faced with crippling debts, the Cistercian Order requested the abbot to sell all of the abbey's goods and send the monks away, but the abbot refused. By the time of the Hundred Years' War, those remaining of the community survived by hiding in the woods. At this time, a Franciscan monk accompanied by a pair of novices arrive at the abbey. After witnessing strange things happening in the area, they decide to investigate further....

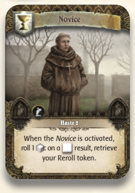




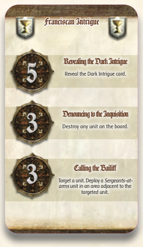
Franciscan player



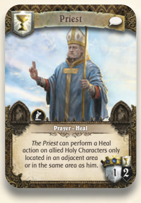
The Franciscan



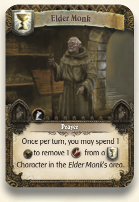
2 Novices



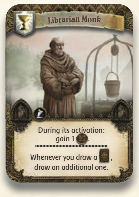
Priory player



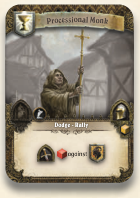
Prior



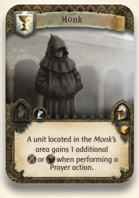
1 Elder Monk



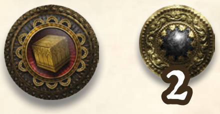
2 Librarian Monks



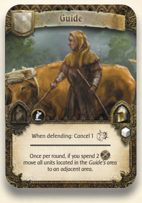
4 Processional Monks



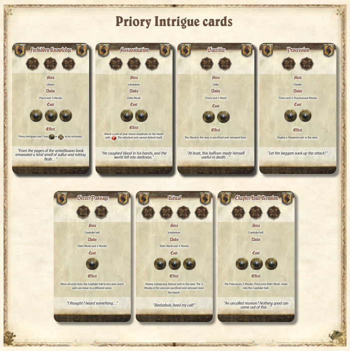
8 Monks



Civilian



Orval's Fool



Victory Conditions

At the beginning of the game, the Priory side draws a Dark Intrigue card. On this card are written the main objective and secondary objectives for the Priory side, as well as the way for the Franciscan side to foil the other side's conspiracy.

The side that wins the game is determined by this chart:

Overwhelming Priory victory	Main objective + secondary objectives fulfilled
Priory victory	Main objective fulfilled
Draw	Secondary objectives fulfilled
Franciscan victory	Main objective prevented + secondary objectives prevented
Overwhelming Franciscan victory	Conspiracy foiled + secondary objectives prevented

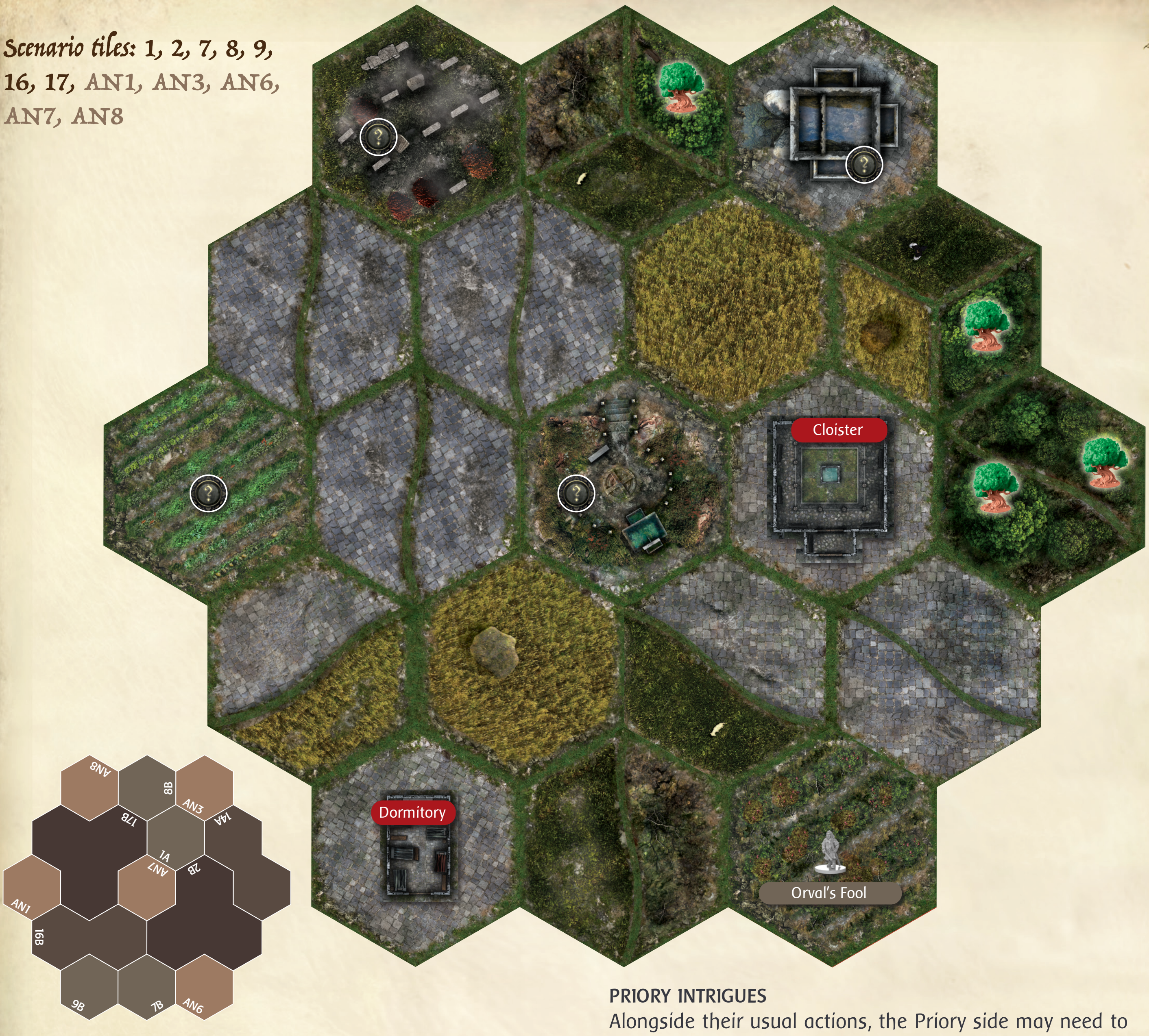
Note: Secondary objectives can be fulfilled in any order.

Board & Setup

BOARD

- Assemble the board as shown on the diagram. Place the Guide's miniature on the Orchard tile D. Randomly place the 4 ? (numbered 1 to 4) face down on the remaining Ars Nova tiles.
- At the beginning of the game, the Priory side draws a Dark Intrigue card from among the 6 available. They read it, and then put it face down in front of them (their opponent mustn't see its contents).
- The Priory player places the 7 Priory Intrigue cards in front of them and places the required ● on each card.
- The Franciscan side places their Intrigue card in front of them.
- Remove all cards containing Charge Orders from the War Council pile.
- Shuffle the Muttering cards and set them down in a pile.
- The Franciscan player takes the leaflet containing the Dark Intrigue and Priory Intrigue cards and sets it in front of them.

Scenario tiles: 1, 2, 7, 8, 9, 16, 17, AN1, AN3, AN6, AN7, AN8



SETUP

In this scenario, all monk miniatures are fielded individually and not grouped together on bases of three. Areas have unlimited capacity during this scenario.

- Take the remaining Ars Nova interior tiles and, beginning with the Priory player, take turns to place them in free Village areas while alternating between players.
- The Priory side deploys their units following these conditions:
  - Up to 2 units per area (interior or exterior).
  - No units in the Dormitory, Dormitory area or in areas adjacent to the Dormitory's area.
- The Franciscan side deploys their units in the Dormitory and Dormitory Area.

Special Rules

In this scenario, the keyword "monk" indicates any unit with a name containing the word "Monk".

FAITH THROUGH DEATH

There are no Rally points in this scenario: All Disrupted units are destroyed.

PRIORY INTRIGUES

Alongside their usual actions, the Priory side may need to activate some Priory Intrigues in order to win the game in this scenario, as stated on the Dark Intrigue card drawn at the beginning.

Each of these Priory Intrigues is tied to an abbey area, and holds a number of Intrigue tokens.

In order to activate a Priory Intrigue at the cost of an action, 3 conditions must be met:

- Area: A Priory Intrigue cannot be activated outside of its indicated area.
- Units: The indicated units must be present in order to activate a Priory Intrigue.
- Cost: ● must be spent together with the necessary Order (that must be placed in the corresponding area) in order to activate a Priory Intrigue.

When a Priory Intrigue is activated, its effects are resolved immediately and the ● held by the Intrigue are dropped in the area where it was activated.

Each Priory Intrigue can only be played once per game. These Intrigues can be activated even when they are not required to fulfill the Dark Intrigue card's victory conditions.

Note: In the case of the Chapter's Hall Reunion Priory Intrigue, the Priory player must play an Order in the Capitular Hall, even though they won't have any units located inside it.

FRANCISCAN INTRIGUES

The Franciscan Intrigues "Denouncing to the Inquisition" and "Calling the Bailiff" may not be used against Priory and *Elder Monk* units before the Dark Intrigue is revealed. The *Franciscan* player may reveal the Dark Intrigue by guessing it (see Orval's fool Special rule) or by using their Franciscan Intrigue "Revealing the Dark Intrigue".

VISITING A DESECRATED AREA

"See, my friend? Something terrible has happened here… I can feel it."

As long as a unit from the Franciscan side is present in an area containing ● (dropped by activating a Priory Intrigue), the Franciscan side can spend 1 ● to pick up 1 ● from the area (this can be done multiple times during the Franciscan turn without costing any actions).

ACTION: CONVERTING A MONK

"I'm glad you finally realised the error of your ways."

The Franciscan side can take control of an adjacent *Monk* or *Processional Monk* unit by spending a ● up to twice per turn. The converted unit belongs to the Franciscan side for the remainder of the game, and immediately moves into a free or allied adjacent area.

LIBRARY ASSISTANTS

The Priory side possesses 2 *Librarian Monk* units.

When checking a Priory Intrigue's activation conditions, *Librarian Monk* units can count both as a *Monk* or as a *Processional Monk* unit.

This rule isn't applied when checking for Franciscan Intrigues' activation conditions. Furthermore, *Librarian Monk* units cannot be converted.

At the beginning of each of the Priory side's turns, the *Librarian Monk* units located in the Library or in the Scriptorium each yield 1 ● to their owner.

ACTION: HUNKER DOWN

"Help me push this shelf against the door!"

The Franciscan side can discard an Order of their choice and put a Barricade token inside a building containing only Franciscan units during their turn, or as an Interrupt order.

In addition to a barricade's usual effects, no unit, no matter its side, can enter a building containing a barricade with a movement action.

Remove the Barricade token at the beginning of the Franciscan side's next turn, or as soon as a unit exits the building.

SCENARIO TOKENS

4 ? are scattered randomly across the Ars Nova tiles of the board (except in the Orchard).

Only the *Priory* can pick up these tokens with a bonus action when moving into their area (or at the cost of an action if already in their area). The picked up tokens have to be revealed.

Token	Effect
1	Clubs
2	Intrigue
3	Trap
4	Nothing

Effects

- **Clubs:** Picking up this token equips all monk units under the Priory's control with clubs. Effect: 1 additional ■ when attacking. If the converted monk possessed a club (see Action: Converting a Monk) before converting him, he drops his weapon.
- **Intrigue:** The side that picks up this token removes 1 ● from a building.
- **Trap:** Roll 1 ■: On a Shield result, gain 1 ●. Any other result leads to an allied unit present in the token's area suffering a ☠ result without being able to defend itself.

ORVAL'S FOOL

(Use the *Guide*'s miniature)

Orval's Fool roams around the abbey. When a unit from the Franciscan side moves into an area containing *Orval's Fool*, the Priory player must draw a Muttering card. They must then read aloud the text that corresponds to the Dark Intrigue card they drew at the beginning of the game. They then apply its effects.

This text is a vague clue sputtered by the Fool to help the Franciscan figure out what their opponent's Dark Intrigue card is.

Flip the hourglass: the Franciscan may try to guess the Dark Intrigue once before the end of the Hourglass.

If the Franciscan player guesses right, reveal the Dark Intrigue.

If the Franciscan player guesses wrong, they lose 1 ●.

If there aren't any Muttering cards left to be drawn when moving into the Fool's area, the Franciscan side gains 5 ●. The Fool is then removed from the board.

Credits

Game Designer: Pascal Bernard

Scenario Writers: Pascal Bernard, Pascal Vanpée, Nicolas Dekaise, Erwan Guellec & Naël Evain

Game Developers: Patrick Receveur & The Mythic Team

Artwork: Bayard Wu, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demaret

Tile Artist: Charles "Carl Art" Salom

Studio Miniatures Painter: Sébastien Lavigne

Graphic Assistant: Julien Fenoglio, Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Juliette Pompanon

Playtesters: Naël Evain, Matthieu Mignon, Chloé Cheillan, Inès Jérôme Chouqi, Léa Lescuyer, Louis Guillon, Phillipe Villé, Erwan Guellec, and over 2000 people during our Tour of Legends!

Translators: Anne Vétillard, Erwan Guellec

Publishers: Benoît Vogt & Léonidas Vesperini

TIME OF LEGENDS

Joan of Arc™

Compendium

2 or 4

Joan of Arc's Destiny

February 13th, 1428 - February 19th, 1931

Context

With a game bearing her name, there had to be a campaign centred around Joan of Arc. From peasant to counsellor of the king, leading men to victory and becoming an icon of France's history. *Joan of Arc's Destiny* will let you play through her extraordinary journey, from her beginnings finding a sacred sword in Fierbois to her attempted liberation by her companions before her execution.

In this campaign, choose to play as either of two sides: the French, often led by Joan of Arc, or the English. During each of the scenarios, each side will be able to gain Scheme points, allowing them to use powerful abilities for the next steps of the campaign. But more importantly, these Scheme points will be used during the final scenario: Joan of Arc's Liberation.

Victory Conditions

- The French Alliance wins the campaign if Joan of Arc is liberated during the final scenario.
- The English Alliance wins the campaign if Joan of Arc is kept prisoner during the final scenario.

Scenarios

You will find in this Compendium four exclusive scenarios which, when played with some scenarios from the Core Box and one (optional) from the Siege expansion, make for an up to nine scenario long campaign:

- **February 13th, 1428**: The Sword of Fierbois (Core Box)
- **February 25th, 1429**: Visiting Chinon (Compendium)
- **May 5th, 1429**: The Garrison of Saint-Loup (Core Box)
- **May 6th, 1429**: The Battle of the Tourelles (Siege - optional)
- **June 15th, 1429**: The Battle of Meung-sur-Loire (Compendium)
- **June 18th, 1429**: The Battle of Patay (Core Box)
- **July 5th, 1429**: Troyes by Faith (Core Box)
- **May 23rd, 1430**: Joan of Arc's Capture in Compiègne (Compendium)
- **February 19th, 1431**: Joan of Arc's Liberation (Compendium)

Some of these scenarios may need some adjustments to be played with 4 players in this campaign, which are as follows:

THE SWORD OF FIERBOIS

For 4 players:

- **Player 1 (French)**: *Joan of Arc*, 3 *Peasants* on hex 16B
- **Player 2 (English)**: *John de la Pole*, *Mounted Bowmen*, *Sergeants-at-Arms*
- **Player 3 (French):** *Bertrand de Poulengy*, *Jean de Metz*, 3 *Peasants* on hex 13A
- **Player 4 (English):** *Pikemen*, *Bowmen*, *War Hounds*

Victory Conditions

- The English Alliance wins as many Scheme Points as they have Loot Points at the end of the game.
- The French Alliance wins 6 Scheme Points, minus the number of Loot Points their opponents have at the end of the game.

THE GARRISON OF SAINT-LOUP

For 4 players:

- **Player 1 (French)**: *Joan of Arc*, *Provincial Militia*, *Scottish Pikemen*, *Mounted Knights*, *Crossbowmen*
- **Player 2 (English):** *Mounted Bowmen*, *Heavy Sergeants-at-Arms*, *Sergeants-at-Arms*
- **Player 3 (French):** *Peasant Militia*, *Foot Knights*, *Impetuous Foot Knights*, *Foot Knights (Two-Handed Weapons)*
- **Player 4 (English):** *Pavisiers*, *Pikemen*, *Bowmen*

Victory Conditions

Each side wins as many Scheme Points as they have Victory Points at the end of the game.

THE BATTLE OF THE TOURELLES

For 4 players:

- **Player 1 (English):** *William Glasdale* / 2 Legend tokens + 1 Legend card
- **Player 2 (French) :** *Joan of Arc* / 1 Activation Order
- **Player 3 (English)**: *Guillaume de Mollins* / 1 Interruption Order
- **Player 4 (French):** *Jean de Dunois* / 1 Activation Order

Except for these 4 Characters, each player can activate all units from their side.

Victory Conditions

- 3 Scheme Points for the winning side.
- 0 Scheme Points for the losing side.

THE BATTLE OF PATAY

For 4 players:

- **Player 1 (English):** *John Fastolf*, *Mounted Knights*, *Pikemen*, *Sergeants-at-Arms*
- **Player 2 (French):** *La Hire*, *Poton de Xaintrailles*, *Voulgiers*, 1 *Mounted Knights* (in *La Hire*'s area) / 1 Charge Order
- **Player 3 (English):** *John Talbot*, *Thomas de Scales*, *Bowmen*
- **Player 4 (French):** *Arthur de Richemont*, *Ambroise de Loré*, 1 *Mounted Knights* (in *Arthur de Richemont*'s area), Gentry *Mounted Knights* / 1 Charge Order

Victory Conditions

- 4 Scheme Points for the winning side.
- 0 Scheme Points for the losing side.
- 1 Scheme Point for each Disrupted or destroyed enemy Character at the end of the game.

TROYES BY FAITH

For 4 players:

- **Player 1 (French):** *Brother Richard*, *Foot Knights*, *Foot Knights (Two-Handed Weapons)*, *Standard Bearer*
- **Player 2 (English):** *Jean de Vimeu*, *2 Heavy Sergeants-at-Arms*, 1 *Sergeants-at-Arms*, *Bonesetter*
- **Player 3 (French):** *Joan of Arc*, *Impetuous Foot Knights*, *Mounted Knights* / 2XP
- **Player 4 (English):** *Jean de Croy*, *Pavisiers*, 1 *Heavy Sergeants-at-Arms*, 1 *Sergeants-at-Arms*, *Crossbowmen*

Victory Conditions

Each side wins as many Scheme Points as they have Victory Points at the end of the game.

Campaign Rules

ORDER DISTRIBUTION (4 PLAYERS)

With four players, the number of Orders indicated on the Round card is not given to each player, but is instead given to each side. Both sides then share their Orders amongst themselves however they want, as long as each player receives at least one Order.

Scheme Points

During each of the scenarios from the campaign, Scheme points can be spent to benefit from the following effect:

- **Motivation** (1 Scheme Point for troops / 2 Scheme Points for Characters): When a unit is Disrupted or destroyed, immediately roll the Doom dice:
  - On a Death result, the unit is destroyed.
  - On a Disrupted result, the unit remains in the infirmary.
  - On a Rally or Delayed Rally result, the unit is immediately put back into its area.

- **Destiny** (3 Scheme points): Immediately benefit from the effects of a Reroll token (without spending yours).

- **Tactical Advantage** (4 Scheme points): When using this effect, choose a second War Council card during the War Council phase, and benefit from its effects. You cannot choose the same card twice.

Standalone Scenarios

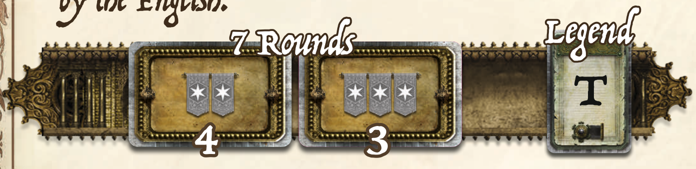
Although the scenarios from this Compendium are meant to be played as part of a campaign, each of them can be played independently. In that case, just consider Scheme Points earned as a Victory Points. The side with the most Scheme Points is the winner. In case of a draw, there is no winner.

2 or 4

Visiting Chinon

- February 25th, 1429 -

Joan of Arc arrives in Chinon to meet up with the king. The Maid of Orleans doesn't suspect that King Charles VII, wary of imminent danger, is hiding among his people to try and thwart an abduction attempt that has been planned out by the English.


7 Rounds
4
3
Legend
T

Preamble

This scenario takes place on a board that represents the inside of Chinon's castle as Joan of Arc and her companions arrive. Fearing for his life, King Charles VII has been hiding among his courtiers, and has asked one of his followers to disguise themselves as him. The Englishmen trying to capture him are also hidden in the court.

Joan of Arc, Jean de Dunois, La Hire and *Poton de Xaintrailles* must interrogate the courtiers in order to discover the King's whereabouts. They must also find the hidden Englishmen and eliminate them.

The infiltrating English forces must discover where the King is hiding using clues scattered around the castle, and then take the king away and flee with their captive.

Victory Conditions

French Side

The French side wins Scheme Points following these conditions:

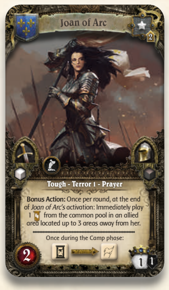
- 1 Scheme Point for discovering the King.
- 2 Scheme Points for each destroyed English unit.

English Side

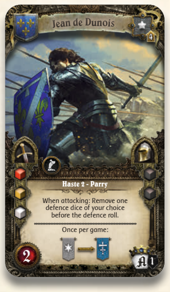
The English side wins Scheme Points following these conditions:

- 5 Scheme Points for exiting the castle with the King (this immediately ends the game)
- 1 Scheme Point for discovering the King.
- 1 Scheme Point if at least 1 English unit is located in the King's area at the end of the game.

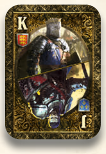
French
Player 1 & 3

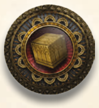


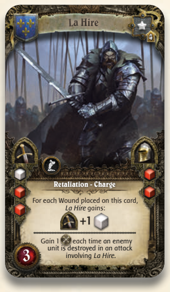
Joan of Arc


Jean de Dunois

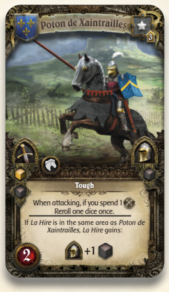
Jean De Dunois



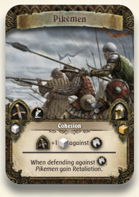




La Hire


Poton de Xaintrailles

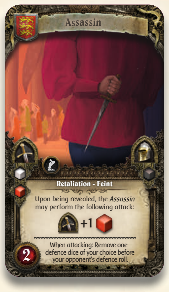
Poton de Xaintrailles



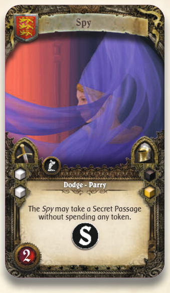
4 Pikemen

See Activating Protagonists

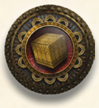
English
Player 2 & 4



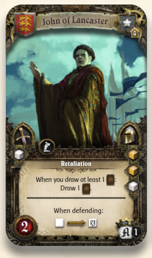
1 x or 2 x Assassin



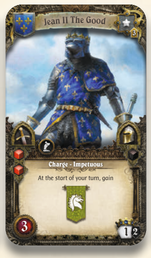
2 x Spy



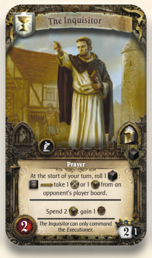
PROTAGONIST CARDS


John of Lancaster

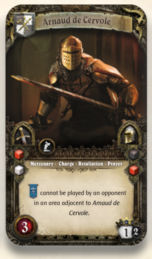
Nobleman


Jean II The Good

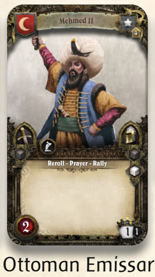
King


The Inquisitor

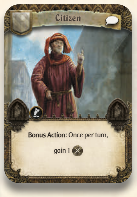
Inquisitor


Arnaud de Cervole

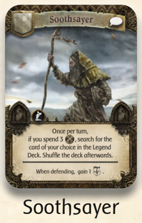
Mercenary



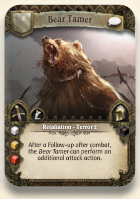
Ottoman Emissary



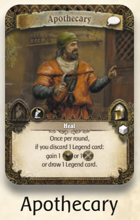
Citizen


Soothsayer

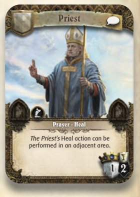
Soothsayer



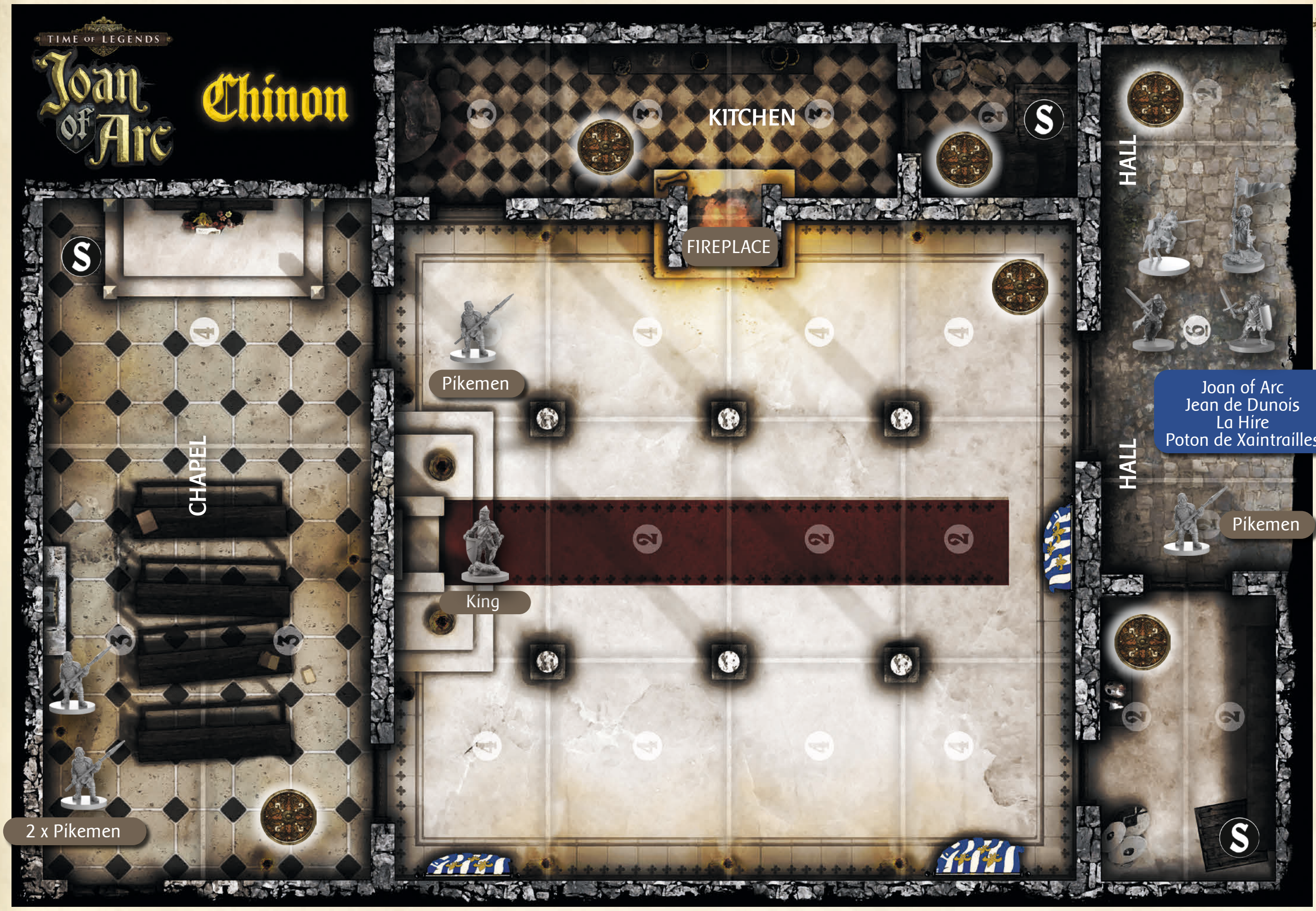
Bear Tamer


Apothecary

Apothecary



Priest



Setup

With 4 players

1. Put the ten Protagonist cards in front of the English players, face-up (as shown on the diagram).

2. Collect 5 neutral Protagonist tokens and the King token, and then randomly place them face-down.

3. Without any of the other players watching, Player 2 secretly places their two Assassin tokens face-down on two Protagonist cards of their choice. Then they must randomly draw three of the face-down tokens from the previous step and place them randomly without looking at them, on three Protagonist cards of their choice. This will mean five of the ten Protagonist cards now have tokens on them, but only Player 2 knows which ones are the Assassin tokens.

4. Then, without any of the other players watching, Player 4 places their two Spy tokens face-down on 2 Protagonist cards of their choice that don't already have a token on them. Then they take the three remaining face-down tokens from step 2, and place them face-down randomly without looking at them, on the remaining Protagonist cards. Now all ten Protagonist cards will have a token on them, and only Player 4 will know which ones are the Spy tokens.

5. Beginning with Player 1, and following the turn order, each player places one of the Protagonist miniatures in one of the castle's areas. The *King* is set on his throne. There can be multiple Protagonists and/or Characters in the same area, as long as the number does not exceed its capacity, which can be found written in the middle of the area. No Protagonist can be placed in the hall areas.

With 2 players

1. Put the ten Protagonist cards in front of the English player, face-up (as shown on the diagram).

2. Collect 6 neutral Protagonist tokens and the King token, and then randomly place them face-down.

3. Without the French player watching, the English player secretly places one Assassin token and 2 Spy tokens face-down randomly without looking at them on three Protagonist cards of their choice.

4. The English player then takes the seven remaining tokens, and places them face-down randomly without looking at them on the remaining Protagonists. One token should now be placed on every Protagonist card.

5. Beginning with Player 1, and following the turn order, each player places one of the Protagonist miniatures in one of the castle's areas. The *King* is set on his throne. There can be multiple Protagonists and/or Characters in the same area, as long as the number does not exceed its capacity, which can be found written in the middle of the area. No Protagonist can be placed in the hall areas.

Special Rules

NUMBER OF PLAYERS

4 players

French Side

Player 1: *Joan of Arc, Jean de Dunois.* 1 Reroll token.

Player 3: *La Hire, Poton de Xaintrailles.* 1 Reroll token.

English Side

Player 2: 2 x *Assassin.* 1 Reroll token.

Player 4: 2 x *Spy.* 1 Reroll token.

2 players

French Side

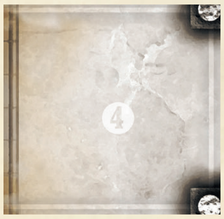
Player 1: *Joan of Arc, Jean de Dunois, La Hire, Poton de Xaintrailles.*

English Side

Player 2: *Assassin* and 2 x *Spy.*

PIKEMEN

In this scenario, *Pikemen* are represented by a single miniature.



CHINON'S CASTLE

The castle is divided into areas that can contain units of both sides at the same time, as well as Protagonists. Interactions between Characters and units (Combat, Interrogate…) happen when they are in the same area. Areas are adjacent to each other vertically and horizontally only. The number located in each area indicates its capacity in number of spaces.

The fireplace is an opening which lets both English and French units voluntarily cross back and forth between the main hall and the kitchen. However, any unit that does so suffers 1 🟥 without the possibility of defending:

- On a ⚔ or ☻ result, the unit suffers 1 Wound.
- On a ✱ result, the unit doesn't move.

INITIATIVE (4 PLAYERS)

The active player can discard one of their Orders to take the First Player token for the next round. Only one player can resolve this action in each round.

ACTIVATING PROTAGONISTS

The following Protagonists are considered units:

Face-down Protagonists, French Characters, Face-up English Protagonists and Pikemen.

Face-down Protagonists: These units can only be activated by the English side. They can't be attacked, nor can they participate in combat.

French Characters: These units can only be activated by their original owner. They can only be attacked by face-up English units.

Face-up English Protagonists: *Assassin* and *Spy units* can only be activated by their original owner. They can only be attacked by French Characters and *Pikemen*.

Pikemen: These units can only be activated by the French side, but only after at least one English Protagonist has been Revealed face-up. They can only be attacked by face-up English units.

Face-up Neutral Protagonists: These can't be activated. They can't be attacked, nor can they participate in combat.

Face-up King: Once the King is Revealed and flipped face-up, it can no longer be activated. If a player activates a unit in the King's area, they can move the King along with this unit. The King can't be attacked, nor can it participate in combat.

Note: The cards corresponding to the neutral Protagonists only identify the neutral Protagonists on the board and hold tokens during the set-up. Their stats, skills, and traits are not used during this scenario. You also cannot perform a Discussion action.

ACTION: TAKING A SECRET PASSAGE

If a unit is activated in an area containing a secret passage, its owner can spend 1 ⊗ or 1 ● to move it into another area containing a secret passage. Secret Passage locations are not considered adjacent to each other.

ACTION: FOLLOW ME!

During its activation, a unit located in an area adjacent to the face-up King can move him into its area for free if it isn't full, as a bonus action.

DESTROYED AND DISRUPTED UNITS

Any destroyed unit is removed from play.

A Disrupted unit does not go to the infirmary, but is placed lying down in the area in which it was Disrupted. These units do not count towards the area's capacity.

During the Camp phase, a unit which is lying down is placed back up if its owner rolls a ⚑ or ⌛ on the Doom dice. If the area is full, it can only be placed back up in an adjacent area of its owner's choosing that is itself not already full.

If the unit's owner gets a ☠ result on the Doom dice, it is removed from play. All other rolls don't yield any results.

In this scenario, Characters cannot be upgraded.

French side Rules

Action: Interrogating

The 4 French Characters may interrogate face-down Protagonists in their area or an adjacent one, at the cost of one action. If you interrogate a Protagonist, roll the Doom dice:

- On a ⚑ result, the interrogated Protagonist's token is flipped face-up. If *Joan of Arc* is the one interrogating the Protagonist, then a ☠ result also yields the same effect.
- On a ⌛ result, the English side can swap a neutral Protagonist token from anywhere on the map with the interrogated Protagonist token without looking at it. Reveal the swapped-in Protagonist.

Intuition

During their turn, the French side can spend 2 ⊗ to flip a Protagonist token face up.

The Death-Defying French

The 4 French Characters have the Immortal skill in this scenario.

Joan of Arc's Command

In this scenario, *Joan of Arc* can command the other French Characters as if they were Troop units.

English side Rules

English Infiltration

Every *Spy* or *Assassin* controlled by the English side can be Revealed at any time by its original owner.

Hint Tokens

A face-down Protagonist or English unit can pick up a Hint token (use Intrigue tokens) for free when entering an area that contains a Hint token and no French units. If the English unit or face-down Protagonist is already in the area, they must use an action to pick up the Hint token.

Picking up a Hint token lets the player who took it look at 2 Protagonist tokens, without Revealing them to the other players. If a face-down Protagonist picked up the Hint token, it cannot target itself.

If the King token is one of the Protagonist tokens looked at, then the player MUST flip it face-up.

Confusion

During their turn, the English side can spend 3 ⊗ to swap any 2 face-down Protagonist tokens

Action: Abducting the King

An English unit activated in the Hall or Chapel areas of the board can abduct the King if he is in the same area as the activated unit as long as there is no French unit in its area. Doing so results in a victory for the English side.

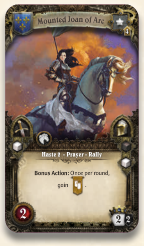
2 or 4

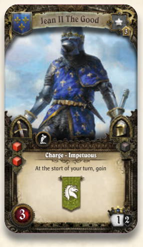
The Battle of Meung-sur-Loire

- June 15th, 1429, Meung-sur-Loire -

After taking back Meung-sur-Loire and its castle, Joan of Arc and Jean II d'Alençon march out to reclaim the bridge, an important strategical landmark to the south. The routed English army led by John Talbot and Thomas de Scales will do everything to defend their position.

French Player(s)


Mounted Joan of Arc


Jean II d'Alençon (use *Jean II The Good* card)

4 Peasant Militia

3 Foot Knights

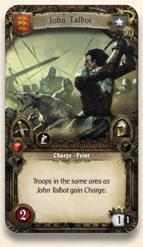
2 Halberdiers

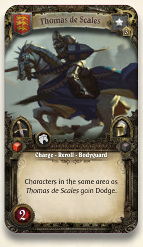
2 Pavisiers

2 Mounted Knights

2 Crossbowmen

English Player(s)


John Talbot


Thomas de Scales

3 Bowmen

3 Sergeants-at- Arms

3 Pikemen

3 Heavy Sergeants-at-Arms

Victory Conditions

French Side

- 2 Scheme Points if *Mounted Joan of Arc* survives.
- 1 Scheme Point if *Jean II d'Alençon* survives.

English Side

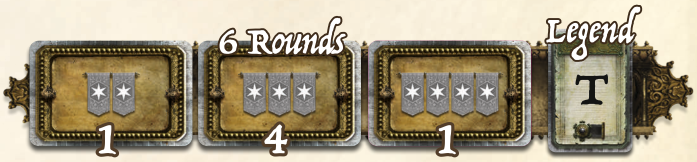
- 2 Scheme Points if *John Talbot* survives.
- 1 Scheme Point if *Thomas de Scales* survives.

All

At the end of the game, the side with the most units present on the bridge hex (11A) wins 4 additional Scheme Points (count units from both armies of each side towards this objective). In case of a draw, no side earns additional Scheme Points.

Rewards

Each player gains:
- 1 ⊗ for each destroyed enemy troop
- 2 ⊗ for each destroyed enemy Character



Setup

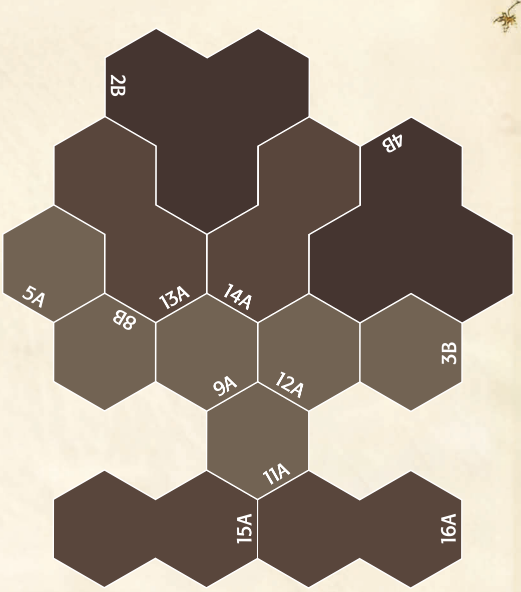
Characters are deployed according to the setup diagram.

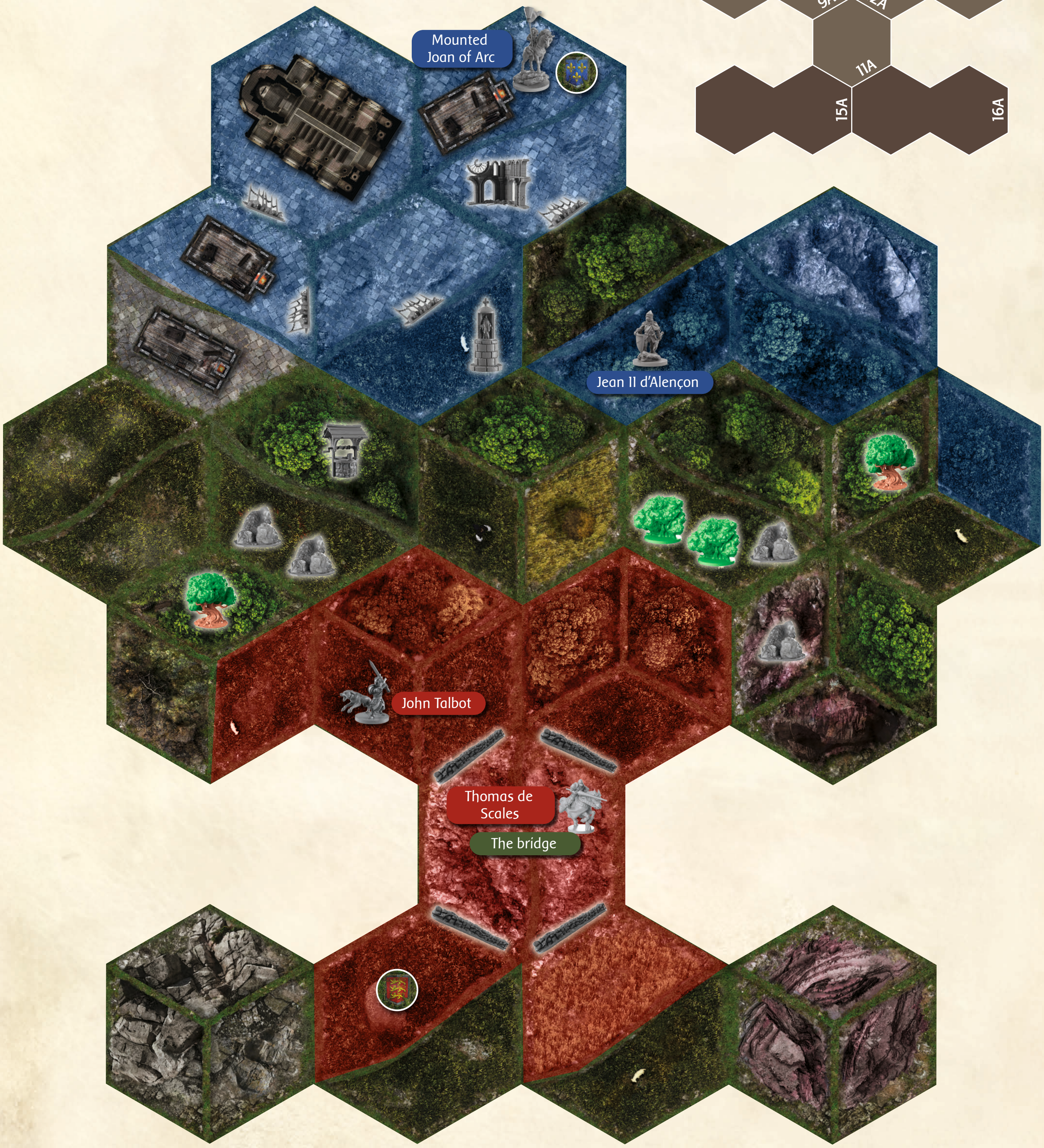
Additionally:

1. The English side deploys the French Troops however they want, following:
   - The blue areas for French troops
   - Maximum 2 troops per area
2. The French side deploys the English Troops however they want, following:
   - The red areas for English troops
   - Maximum 2 troops per area

The Battle of Meung-sur-Loire

Scenario tiles: 2, 3, 4, 5, 8, 9, 11, 12, 13, 14, 15, 16


2B
4B
5A
8B
13A
14A
9A
12A
3B
11A
15A
16A


Mounted Joan of Arc
Jean II d'Alençon
John Talbot
Thomas de Scales
The bridge

Special Rules

NUMBER OF PLAYERS

For 4 Players:

French Side:

Player 1: *Joan of Arc*

Player 3: *Jean II d'Alençon*

Both French armies can activate areas with units from the French side, even if they were already activated by their allied army during this round.

English Side:

Player 2: *John Talbot*

Player 4: *Thomas de Scales*

Both English armies can activate areas with units from the English side, even if they were already activated by their allied army during this round.

Allied players share their tokens except for their XP and Reroll tokens.

Turn Order:

Joan of Arc, John Talbot, Jean II of Alençon, Thomas de Scales.

For 2 Players:

One player plays the French side, while the other plays the English side.

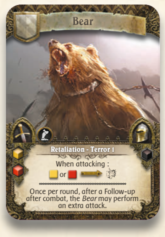
JEAN II D'ALENÇON'S COMMAND:

Jean II d'Alençon is not a great commander... Everytime *Jean II d'Alençon* tries to command a unit, roll the Doom dice:

- On a ☠ or 👤 result, the command fails.
- On a ⌛ result, the English side commands the unit instead of the French side.

The command functions without issues with any other result.

THE BEAR



Bear

Retaliation - Terror 1

When attacking :

🟨 or 🟥 → 💥

Once per round, after a Follow-up after combat, the *Bear* may perform an extra attack.

Each unit moving into a forest or hill area (even if movement is caused by a Push result) must roll the Doom dice:

On a ☠ result, the unit is attacked by a *Bear* (see *Bear* card). Throw the *Bear*'s attack dice and the attacked unit's defence dice. When resolving the results, every **blank** result from the *Bear* counts as a 💥 result. The *Bear* doesn't have any other skills or powers during this scenario.

If a unit suffers damage from the *Bear*'s attack, its movement is halted.

If a unit suffers a 💥 result from the *Bear*'s attack, the opposing side chooses where the unit is pushed.

In regards to this special rule, an area with a tree is considered a forest area, and an area with a rock is considered a hill area.

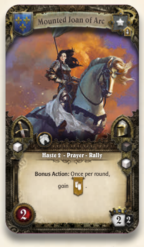
2 or 4

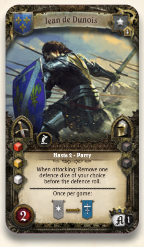
Joan of Arc's Capture in Compiègne

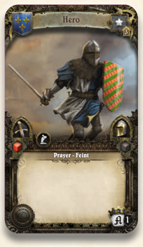
- May 23rd, 1430, Margny-lès-Compiègne -

Joan of Arc, having just arrived in town through the woods, marches out while leading the local militia. She crosses the bridge and reaches the western shore, where the battle tilts heavily against her. She is captured with her back against the doors of the barbican leading to the bridge.

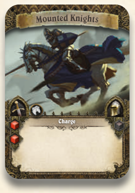
Player 1
Joan of Arc's
Army

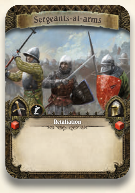

Mounted Joan of Arc
Mounted
Joan of Arc


Jean de Dunois
Jean de
Dunois

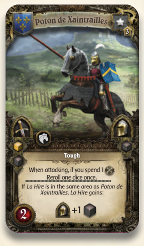


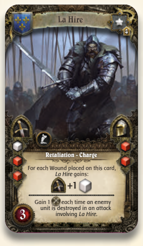
French Hero
(Guillaume de Flavy)


Mounted Knights
2 Mounted
Knights

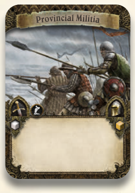

Sergeants-at-arms
2 Sergeants-
at-Arms

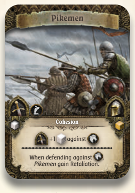
Player 3
Poton de
Xaintrailles'
Army


Poton de Xaintrailles
Poton de
Xaintrailles



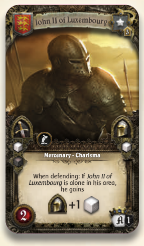
La Hire

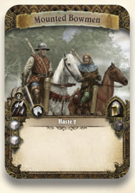

Provincial Militia
2 Provincial
Militia

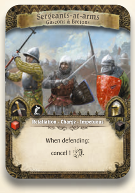


2 Pikemen

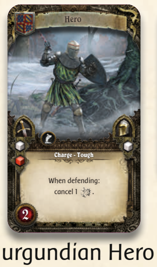
Player 2
John II of
Luxembourg's
Army


John II of Luxembourg
John II of
Luxembourg

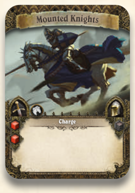

Mounted Bowmen
2 Mounted
Bowmen

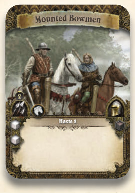

Sergeants-at-arms
2 Sergeants- at-
Arms Gascon &
Bretons

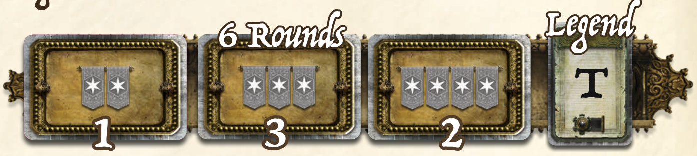
Player 4
Bastard's
Army



Burgundian Hero
(Bastard of
Wandonne)


Mounted Knights
2 Mounted
Knights


Mounted Bowmen
3 Mounted
Bowmen


6 Rounds
Legend
1
3
2
T

Victory Conditions

French Side

Joan of Arc's army & *Poton de Xaintrailles*' army make up the French side.

Objective: At the end of the game, the French side earns 1 Scheme Point for each 2 English troops and 1 Scheme Point for each Character that are destroyed, Disrupted or located in the X marked areas.

English Side

John II of Luxembourg's army & the Bastard of Wandonne's army make up the English side.

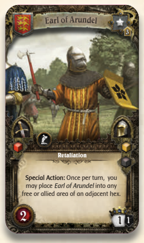
Objective: The English side earns 2 Scheme Points for each village area occupied by their units at the end of the 6th round, or 6 Scheme Points if *Guillaume de Flavy* gets subverted (see the Treason! special rule) or 6 Scheme Points if *Joan of Arc* is captured (see Capturing Joan of Arc Special rule).

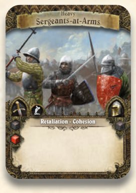
Rewards

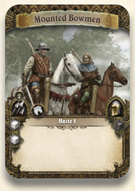
Each player gains:

- 1 ⊗ for each destroyed enemy troop
- 2 ⊗ for each destroyed enemy Character

In this scenario, Mounted Bowmen use lone miniatures.


Earl of Arundel
Earl
of Arundel


Sergeants-at-Arms
3 Heavy
Sergeants-at-
Arms


Mounted Bowmen
1 Mounted
Bowmen

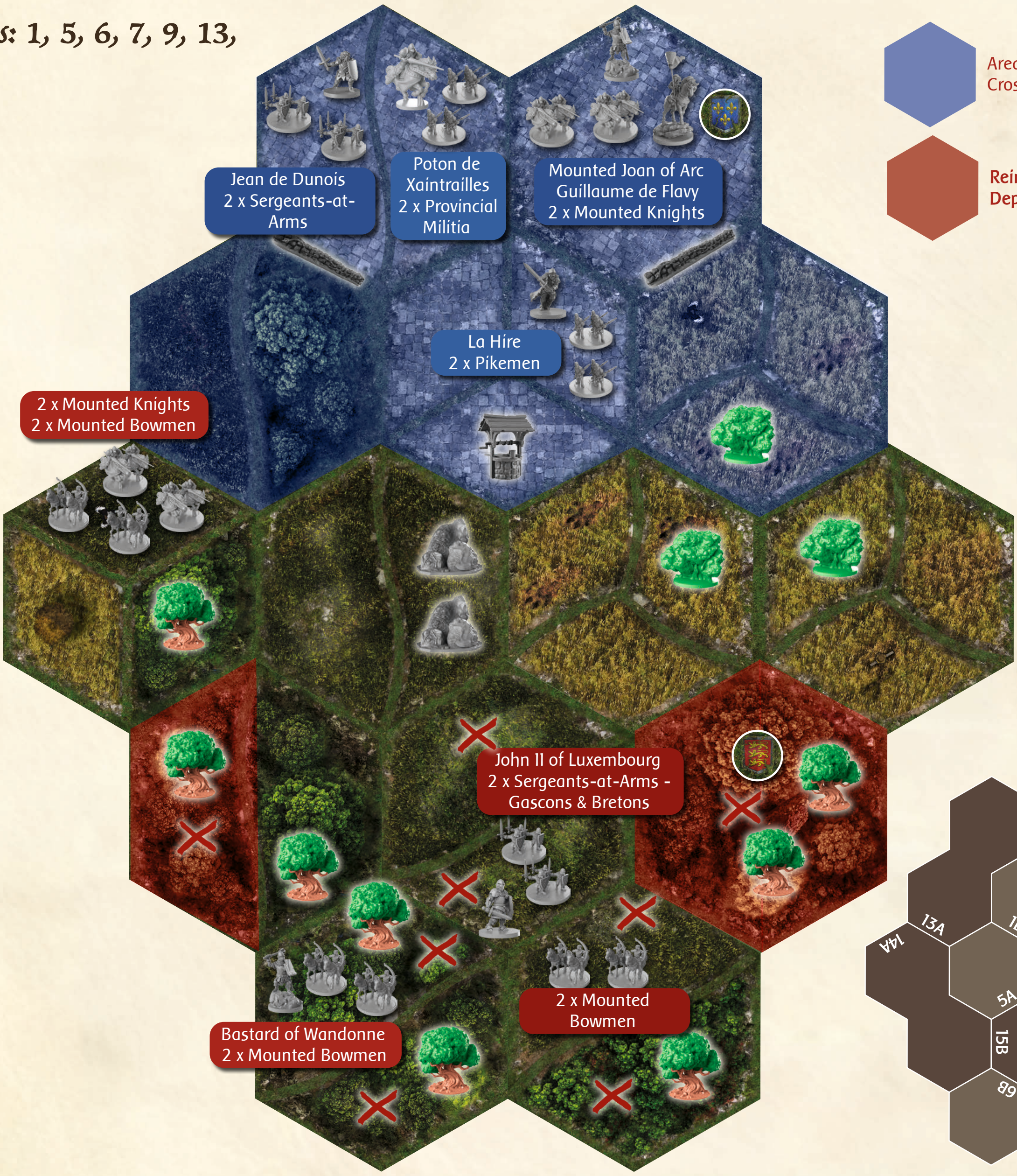
Reinforcement
Special Rule

Joan of Arc's Capture in Compiègne

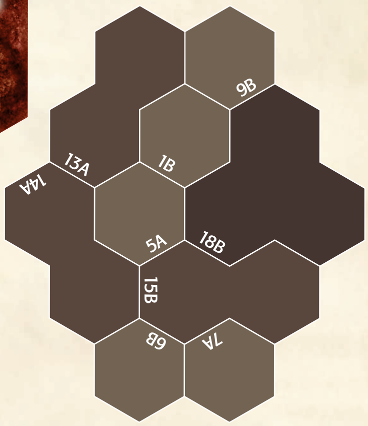
Scenario tiles: 1, 5, 6, 7, 9, 13, 14, 15, 18

🟦 Areas Targeted by Crossbowmen on Barges

🟥 **Reinforcement Deployment Areas**



Jean de Dunois
2 x Sergeants-at-Arms
Poton de Xaintrailles
2 x Provincial Militia
Mounted Joan of Arc
Guillaume de Flavy
2 x Mounted Knights
La Hire
2 x Pikemen
2 x Mounted Knights
2 x Mounted Bowmen
John II of Luxembourg
2 x Sergeants-at-Arms - Gascons & Bretons
2 x Mounted Bowmen
Bastard of Wandonne
2 x Mounted Bowmen



9B
13A
1B
14A
5A
18B
15B
6B
7A

Special Rules

Crossbowmen on barges

Once per game, at the cost of an action, the French side can unleash a volley of *Crossbowmen* attacks. This attack targets all areas occupied by enemy units on both rows of hexes where the French units started, shown as the blue areas (Damage: 1 🟥 per targeted area, using the *Crossbowmen*'s stats).

Treason!

The English side can subvert *Guillaume de Flavy*. In order to do so, the English side must move the *Bastard of Wandonne* and *John II of Luxembourg* into areas adjacent to *Guillaume de Flavy*.

If *Guillaume de Flavy* gets trapped in this way, he gives out the order to close the city's gates, trapping *Joan of Arc* and thus giving her away to the English forces.

The English side immediately wins and ends the game. Scheme Points are then counted according to the victory conditions of each side.

Reinforcements

During the 3rd round's Camp phase, the English side can deploy the Reinforcement Army on the Reinforcement deployment areas. These units are controlled by *John II of Luxembourg*'s army.

Capturing Joan of Arc

When resolving an attack against *Joan of Arc*, if she suffers her final Wound, the attacking player captures *Joan of Arc* instead of removing her from play.

Capturing *Joan of Arc* immediately puts an end to the game in this scenario. Scheme Points are then counted according to the victory conditions of each side.

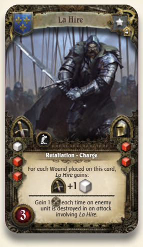
2 or 4

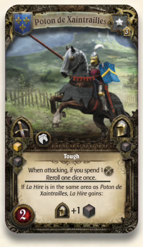
Joan of Arc's Liberation

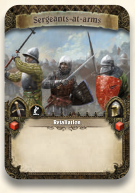
- February 19th, 1431, Rouen -

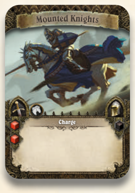
Joan of Arc, captured during the siege in Compiègne, is held captive in Rouen's prisons. Her closest friends organise an offensive to try and free her before her trial...

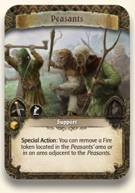
Player 1
La Hire's Army


La Hire

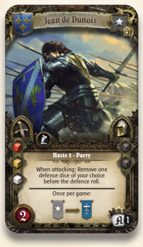

Poton de Xaintrailles

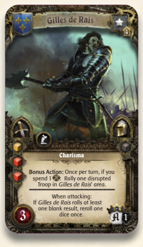

2 Sergeants-at-Arms

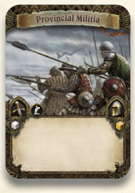

2 Mounted Knights

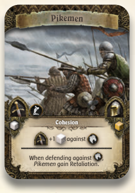

4 Peasants
(See special rules)

Player 3
Jean de Dunois' Army


Jean de Dunois

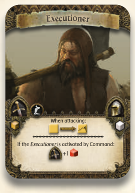

Gilles de Rais

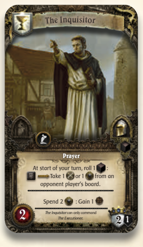

2 Provincial Militia

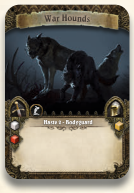

3 Pikemen

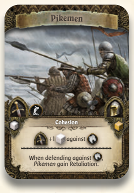
1

Player 2
The Executioner's Army

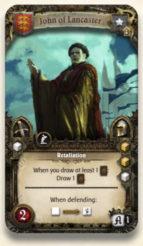

Executioner

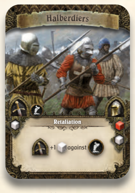

Inquisitor

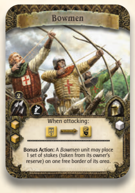

3 War Hounds

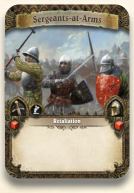

3 Pikemen

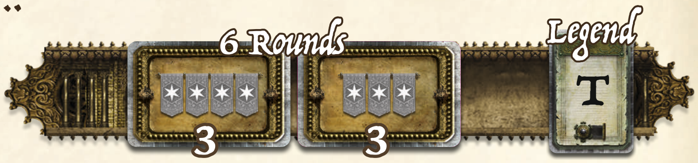
Player 4
Duke of Bedford's Army


John of Lancaster


3 Halberdiers


2 Bowmen


3 Sergeants-at-Arms
(see Finding Joan of Arc special rules)



Victory Conditions

French Side

La Hire's army & *Jean de Dunois*' army make up the French side.

Objective: The French side wins the game if *Joan of Arc* is freed and activated on top of the hill (hex 10B). Doing so immediately ends the game.

English side

The Executioner's army & *John of Lancaster*'s army make up the English side.

Objective: The English side wins the game if *Joan of Arc* isn't freed by the end of the 6th round, or if all 4 French Characters are destroyed.

Rewards

Each player gains:

- 1 ⊗ for each destroyed enemy Troop
- 2 ⊗ for each destroyed enemy Character

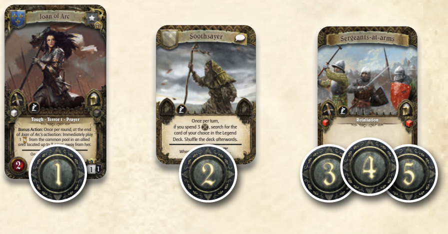
Setup

The French side sets only the Characters according to the map.

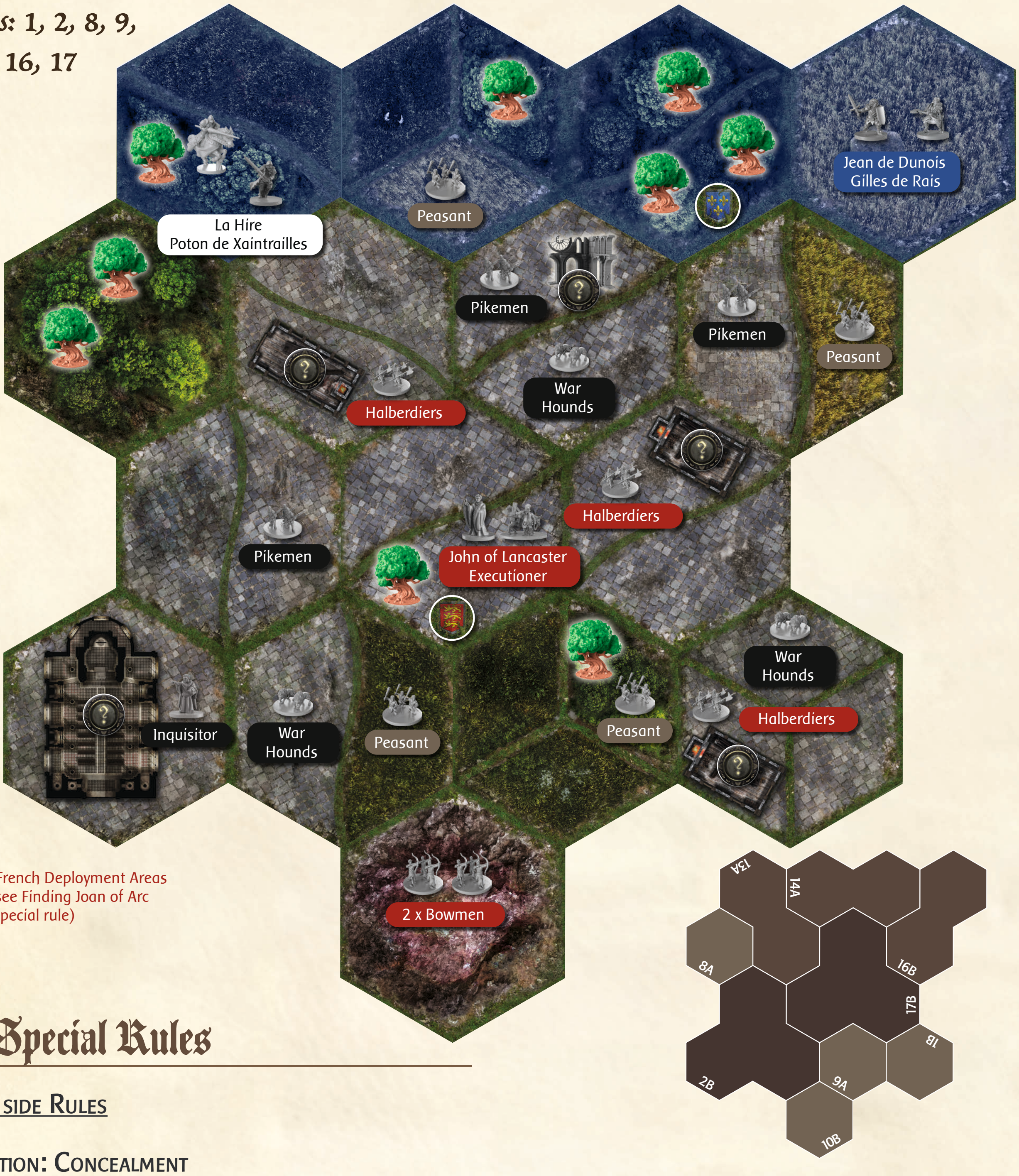
The English side secretly sets down one Scenario token (numbered from 1 to 5) of their choice in each building on the board (church, houses) and church ruins' area:

- Token 1: *Joan of Arc*
- Token 2: *Soothsayer*
- Token 3, 4 & 5: English *Sergeants-at-Arms*

Tokens have a size of 1. The English side then sets its units according to the map.



Scenario tiles: 1, 2, 8, 9, 10, 13, 14, 16, 17


La Hire
Poton de Xaintrailles
Peasant
Jean de Dunois
Gilles de Rais
Pikemen
Pikemen
Peasant
Halberdiers
War Hounds
Halberdiers
Pikemen
John of Lancaster
Executioner
War Hounds
Halberdiers
Inquisitor
War Hounds
Peasant
Peasant
2 x Bowmen

⬢ French Deployment Areas (see Finding Joan of Arc special rule)

13A
14A
8A
16B
17B
1B
2B
9A
10B

Special Rules

French side Rules

New action: Concealment

All 4 Characters from the French side can use the Concealment action. They can hide themselves in a forest or village area at the cost of an action.

When a Character or group of Characters hides, a Concealment 1 token is set in the unit's area. The unit is then removed from the board, with a similar token set beside it.

At the start of every one of the player's turns, roll a ■ for each unit or group of units currently hiding:

- On a ⛨ result, put a Concealment 2 token next to the unit
- On **any other result**, put a Concealment 1 token next to the unit for each unit or group of units currently hiding.

A unit can remain hidden for up to 3 rounds (the round during which it started hiding, and the next 2 rounds).

Revealing: After 3 rounds, the unit must Reveal itself, but it can Reveal itself beforehand. A unit Revealing itself is placed back on the board in a free area located up to the total value of Concealment tokens placed next to the unit away from the original Concealment area. If there is no available area to appear in, the unit is Disrupted instead. Any Unrevealed unit is destroyed at the end of the last round.

Finding Joan of Arc

When a French unit enters an area containin a Scenario token, the Scenario token inside it is Revealed:

- If the token represents *Joan of Arc*, the army that discovered her gains control of her. All 4 French Characters lose the Concealment ability. All hidden Characters are forced to Reveal themselves (see New Action: Concealment), and the English *Sergeants-at-Arms* Reveal themselves and are placed in their token's area. Deploy the French armies in French deployment areas.
- If the token represents the *Soothsayer*, the French side can designate another Scenario token and Reveal it.
- If the token represents a *Sergeants-at-Arms*, a *Sergeants-at-Arms* unit is deployed in the building and the English players choose which one of them takes control of it. The *Sergeants-at-Arms* can immediately attack for free.

Bribing

The English *Pikemen* and *Halberdiers* units can be bribed by the French side:

When a French Character is adjacent to a bribable unit, its owner can attempt to bribe it (if the Character's area has enough space left).

This is a bonus action, that can occur before or after the Character's action.

The bribing attempt follows these steps:

1. The player controlling the French Character and the player controlling the English unit both choose an amount of Scheme Points to bid, and hide the corresponding number of tokens in their hands.
2. The bids are Revealed.
3. Each player rolls a ■ dice: On a ⛨ result, 2 Scheme Points are added to their bid (without being spent).
4. If the English player has the biggest bid, nothing happens. The targeted unit cannot be bribed for the remainder of the game. Any other outcome leads to the unit being bribed: The unit changes sides and is placed in the French Character's area.
5. The Scheme Points bid by both players are discarded.

Distraction (3 Scheme points)

If a French Character is hiding (see New Action: Concealment), it can distract an English unit. By spending 3 Scheme Points, the player controlling the hidden Character can move the targeted English unit to any free or allied adjacent area.

Reinforcements (8 Scheme points)

Once *Joan of Arc* is Revealed, Player 1 (or the French side in a 2 player game) can spend 8 Scheme Points to deploy 2 extra *Mounted Knights* units as reinforcements. These units are deployed in 8A. This can only be done once per game.

Action: Help! (2 Scheme points)

Once per round, a French Character can spend 2 Scheme Points to recruit a *Peasant* unit from the same or an adjacent area, as a bonus action. The *Peasant* unit is placed in the Character's area and is now under its owner's control.

The English side can attack those *Peasants* units, even before they have been recruited.

Weakened Joan of Arc

In this scenario, *Joan of Arc* is imprisoned and weakened; she can't be upgraded to Level 2.

English side Rules

Track

War Hounds and *Pikemen* can use the Tracking skill as an action.

A unit with the Tracking skill can try to Reveal units hidden in an adjacent area by spending 1 ⊗ and rolling the Doom dice:

- On a ☠ result: The hidden units must Reveal themselves. The unit that used Tracking to Reveal them can be placed in any free or allied area adjacent to the Revealed units and attack them for free.
- On a ☻ result: A Concealment 1 token is removed from the area.
- On **any other result**: Nothing happens.

If they so desire, the English side can spend 1 Scheme Point to reroll the Doom dice (once per action).

Subterfuge (4 Scheme points)

At any time during their turn, any English player can spend 4 Scheme Points to swap 2 Unrevealed tokens in buildings (buildings that have already had their tokens Revealed cannot receive a new token through these means).

To Arms! (6 Scheme points)

Once *Joan of Arc* is Revealed, Player 2 (or the English side in a 2 player game) can spend 6 Scheme Points to deploy 3 *Sergeants-at-Arms* units as reinforcements. These units are deployed in any free or allied village areas. This can only be done once per game.

Rally points (2 Scheme points)

The English side can move their Rally point into any allied or neutral area by spending 2 Scheme Points. This can only be activated at the beginning of the Camp phase, before checking for casualties.

CAPTURING JOAN OF ARC

If *Joan of Arc* is freed and has exited the building she was held in, the English side can attack her, but not destroy or Disrupt her. They can, however, recapture her. When *Joan of Arc* loses her 2nd HP, she is placed by the English side into a building or the ruins area unoccupied by the French side.

Standalone Scenario

If this scenario is played as a standalone, each side receives 10 Scheme Points at the beginning of the game.

Conclusion

English Victory

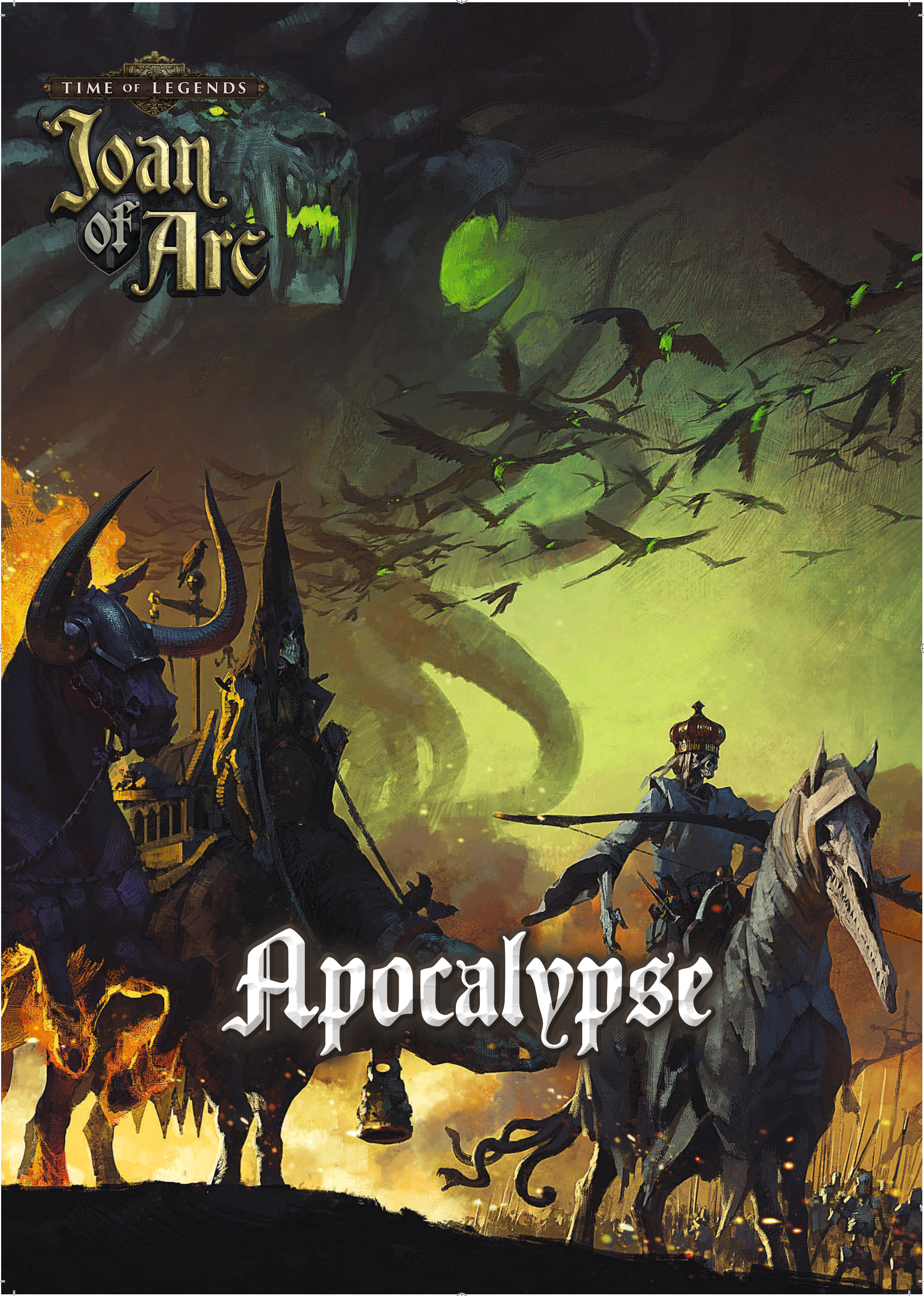
Despite the French felons' attempt to free Joan of Arc, the English army has held out and the accused has been found guilty of being schismatic, apostate, lying, diviner, suspected of heresy, wandering in the faith, blasphemer of God and the saints. She is condemned to the stake and is executed on May 30th, 1431.

French Victory

Joan is freed!

Her friends urge her to be forgotten, and the English who do not want to lose face finally burn an unknown peasant girl instead of the Maid of Orleans. Joan disappears for a few years, but reappears on May 20th, 1436 in Metz, where her two brothers recognise her.

She is rehabilitated during a trial of nullity of the sentence whose judgment, pronounced on July 7th, 1456, declares the first trial and its conclusions null, without value nor effect.



TIME OF LEGENDS
Joan of Arc

Apocalypse

SUMMARY

THE SABBAT 140
THE FOUR HORSEMEN OF THE APOCALYPSE ... 146
THE MARK OF THE BEAST 150
THE LEVIATHAN 154
THE ARMAGEDDON 158
DARKNESS UPON JUMIÈGES ABBEY 162

Credits

Game Designer: Pascal Bernard

Game Developers: Patrick Receveur & The Mythic Team

Historical Army Lists Developer: Hervé Caille, Pierre Soriot

Artwork: Bayard Wu, Stefan Kopinski, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demare, Solène Chastang, Juliette Pompanon

Tile Artist: Charles “Carl Art” Salom

Sculptors: Arnaud Boudoiron, Irek Zielinski, Olivier Thill, Grégory Clavilier

Studio Miniatures Painter: Sébastien Lavigne

Tour of Legends Contributors: Andy Cahard, Pierre-Alexandre Vigor, Vincent-Thierry Savidan, Ben & Peps, Romain Delavie, Mike Monnier, Pascal Vanpée, Gaël Taché, Mathieu Giroux, Jérôme Petit, Rodolphe Chambonnaud, Olivier Côte-Petit, Loïck Grimaud, Nicolas Lamberti, Stéphane Gérard, Florian Rambur

Communication Manager: Az Drummond

US Press Manager: Jenny Bendel

Art Directors: Stéphane Gantiez, David Rakoto

Graphic Assistants: Julien Fenoglio, Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Arnaud Marchand, Juliette Pompanon, Erwan Guellec

Rules Editors: Pascal Bernard, Patrick Receveur, Julien Borne, Yves Bernard, Jake Thornton, David Rakoto, Ben Clapperton, Mark Brendan, Anne Vétillard, Erwan Guellec

Playtesters: Nael Evain, Matthieu Mignon, Chloé Cheillan, Inès Jérôme Chouqi, Léa Lescuyer, Louis Guillon, Phillipe Villé, Erwan Guellec, Pierre Soriot and over 2000 people during our Tour of Legends!

Translators: Sylvain Broche, Anne Vétillard, Julien Fenoglio, Jean-Luc Bernard, Erwan Guellec

Localisation Manager : Anne Vétillard

Proofreaders: Norbert Schmitt, Francesco Mariottini, Mathew Somers, Laurent Mussot, Marc Caldéré, Bruno Cailloux, Ben Clapperton, Ella Colles, Thomas Giraud, Erwan Guellec, Heidi Lajos and all of the backers who helped us proofread the rules!

Scenario Writers: Pascal Bernard, Patrick Receveur, Ben & Peps, Inès Jérôme Chouqi, Romain Delavie, Vincent-Thierry Savidan, Phillipe Villé, Erwan Guellec

Flavour Texts: Patrick Receveur, Erwan Guellec

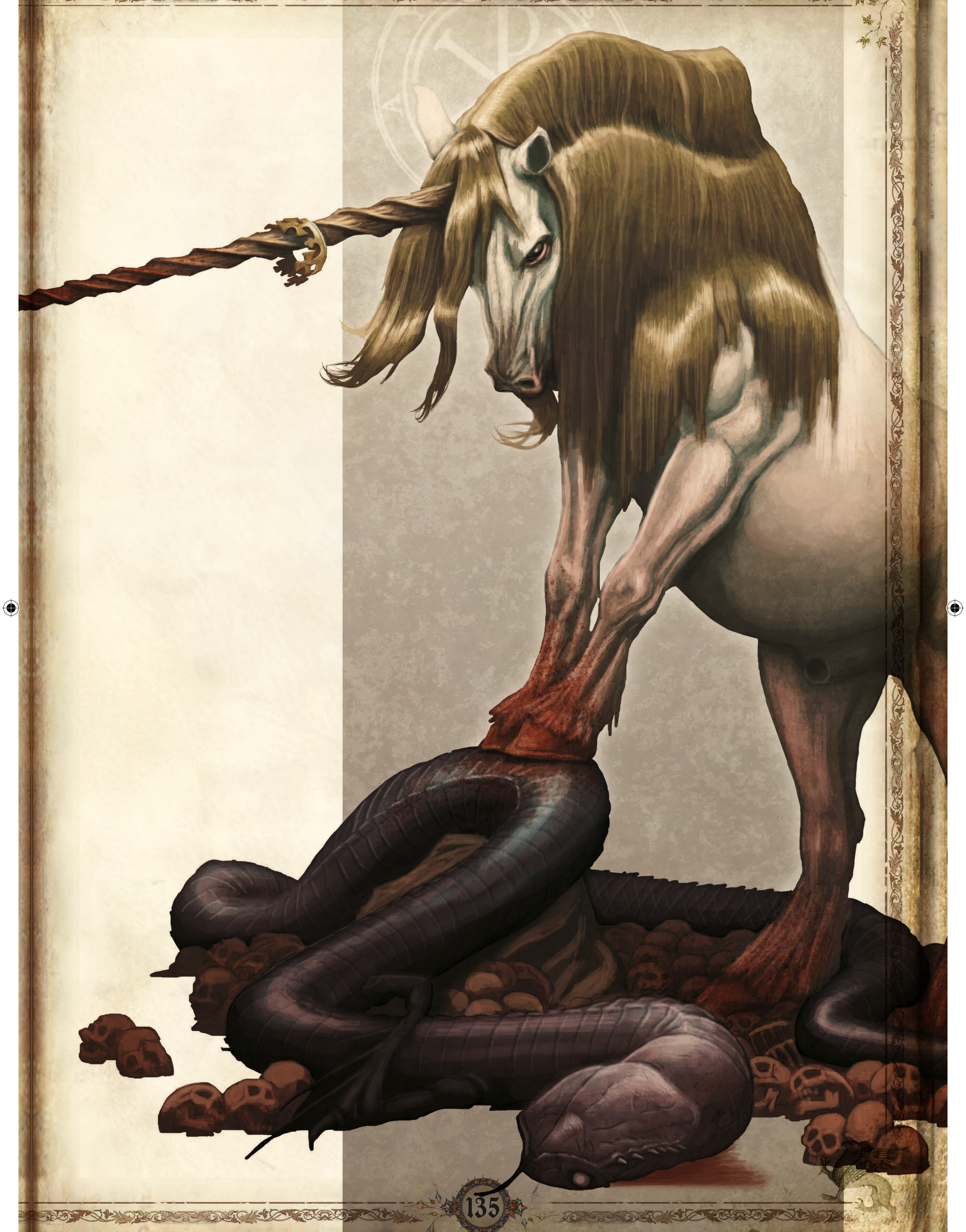
Miniature Preproduction: Laurent Levi, Aurélien Diot

Production Manager: Erwann Le Torrivellec

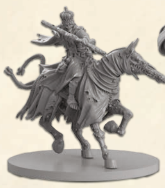
Sculptors and Artists Supervisor: Stéphane Gantiez

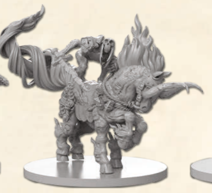
Publishers: Benoit Vogt & Léonidas Vesperini

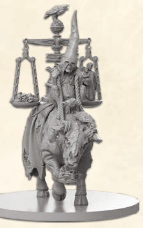
A huge thank you to our 11,195 backers
who made this project a reality!

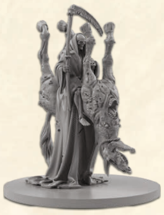


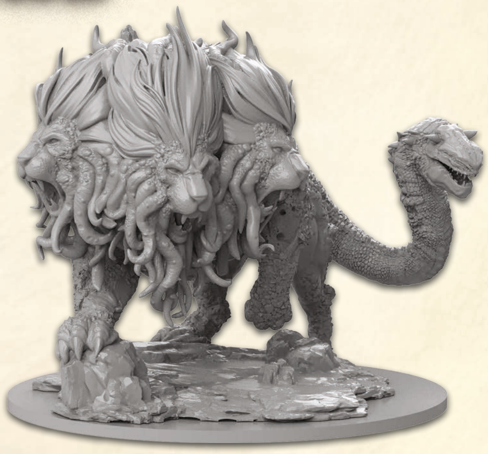
Minis Overview

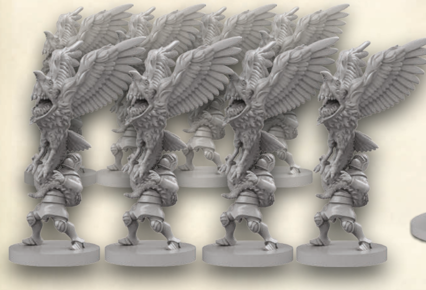

Conquest

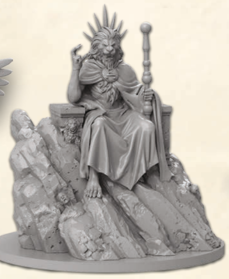

War

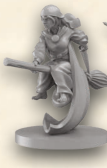

Famine

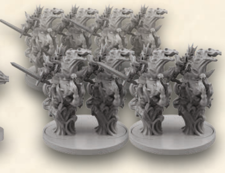

Death

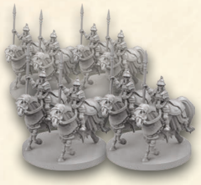

The Leviathan

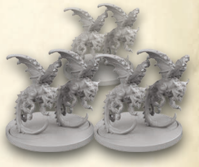

8 Devourers

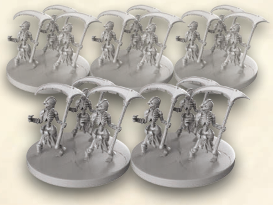

The Antichrist

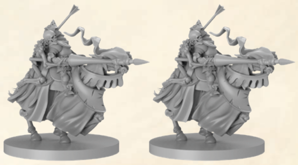

Sabbat Witch

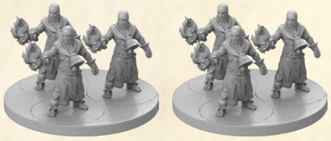

8 Mounted Spectres

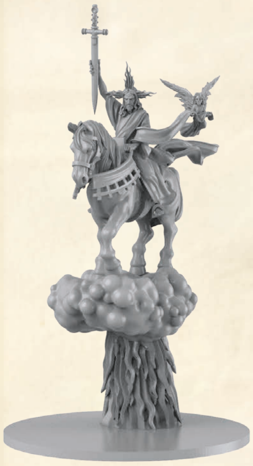

8 Mounted Skeletons

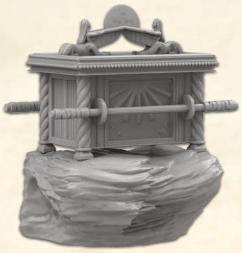

6 Gargoyles

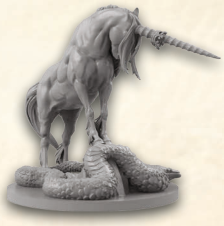

15 Skeletons

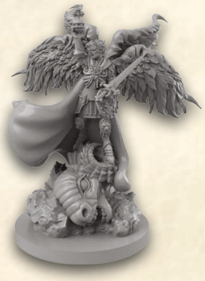

2 Damned

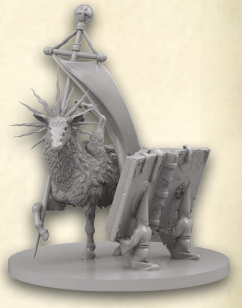

6 Devotees

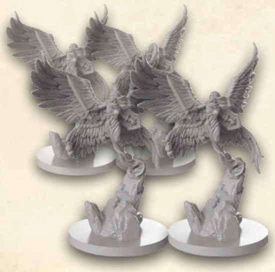

Judgement

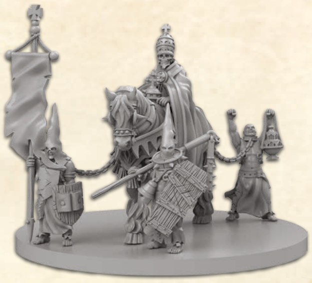

Ark of the Covenant

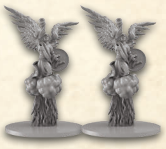

Triumph

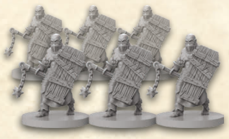

Archangel Raphael

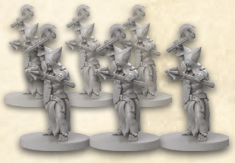

The Lamb of God


4 Angels


The Holy Relic


2 Angelic Herald


6 Heretic
Expiators


6 Heretic
Repentants

John's Apocalypse

The Apocalypse, also called the Book of Revelation, is the last book of the New Testament. It was written after the Passion of Christ by a man named John, and it describes his prophetic visions (which aren't too clear). Being a mix of numbers, symbolic creatures, prophecies, slaughters, end of the world and the Saviour's final coming. The images and symbols created in this book are known to all, having heavily influenced our culture.

The 7 and 666

The first thing people notice is the omnipresence of the number 7 in the Christian tradition. There are 7 letters to the 7 churches, 7 seals, the Lamb has 7 horns and 7 eyes, 7 angels with 7 trumpets, and 7 cups... This number is also important in the Bible. One of the most infamous remains the number 666, the number of the Beast that marks people having pledged their allegiance to Satan. This number was used as a symbolic weapon of sorts to blame different groups. During the religious wars, 666 was associated with Martin Luther by the Catholics, while it was associated with Pope Leo X by the Protestants.

Mythical Creatures

The number 7 can also describe a creature's features, or an army's forces. The Apocalypse's bestiary is quite heavy, with its most famous creatures being the Four Horsemen of the Apocalypse, the Beast, the Antichrist and the Lamb of God. These numerous creatures are depicted in great scenes of corruption, war and the end of the world. While John only wrote a few lines about them, they inspired writers, painters and sculptors from the time of Domitian to the present. Each era reinterpreted them through significant works of art, and used them for religious or political propaganda. If this book survived the passing of time so well, it is thanks to its complex nature. It is difficult to decipher, and it holds a mystical, somewhat dreamlike aura, with its horror imbued with hope (Good vanquishing Evil in the end).
Generations of preachers and theologians have tried to unveil all the mysteries of the Apocalypse, mostly trying to determine when it would begin.

The Hundred Years' War and the Apocalypse

During the Hundred Years' War, people see signs of the Apocalypse everywhere: its Four Horsemen lurk in every corner, every backstreet, every battle... Through Famine, War, Death and Conquest, these signs are wrought by highwaymen, the war between French and English forces, the two popes constantly trying to excommunicate each other, and worst of all, the black plague. While the war claims thousands of lives, the plague claims millions. In this chaos, who can save their souls from Evil?

Evil is Everywhere

The chaos is so widespread that wolves start attacking farmers, already famished by their poor harvest, going as far as inside Paris' streets. Legends about werewolves start to spread, leading to people with too much hair being executed. Even the nobles aren't safe, as those who don't strictly follow the Catholic etiquette are seen as the Antichrist. Witches are also reached by this chaos, fueling bonfires all over France. Of course, innocents were executed, the most famous being Joan of Arc. Her judgement was revoked by her King years later, and she ended up being deemed a Saint.

Living the Apocalypse

In Time of Legends: Joan of Arc, in order to win an Apocalypse campaign, choose with your opponent which scenarios you will compete in. The one who wins the most battles is deemed the winner. In case of a draw, the Holy side wins the campaign. If you want to follow the chronological order of battles depicted in the game, here is the list of battles (some are from other expansions):

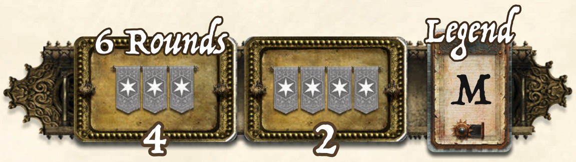
1. The Child (Reliquary)
2. Saint Michael and the Dragon (Legendary Dragon)
3. The Sabbat (Apocalypse)
4. Joan of Arc in the City of Angels (Super Exclusive)
5. The 4 Horsemen of the Apocalypse (Apocalypse)
6. The Mark of the Beast (Apocalypse)
7. The Leviathan (Apocalypse)
8. The Armageddon (Apocalypse)

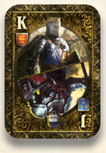
2 vs 2

The Sabbat

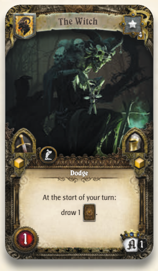
-June 7th, 1415, near Toulouse-

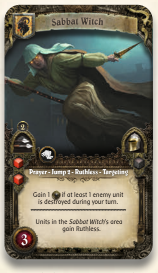
While the moon is covering the sun, a sorority of witches tries to realise their greatest plan: giving birth to the demon itself. The clergy, having heard of their scheme, gathers a group of followers to thwart this dark project, by burning the unholy witches at the stake. Isn't this seemingly random skirmish the perfect allegory for an eternal battle that goes way beyond mere mortals?

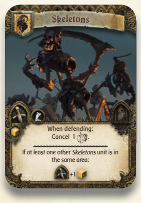


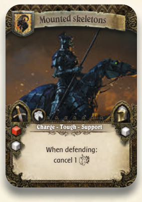


Player 1

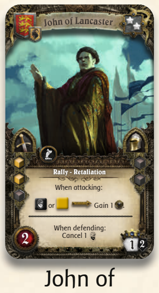

The Witch

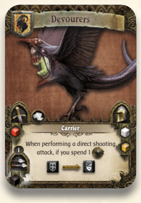

Sabbat Witch

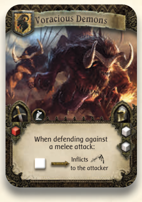

6 Skeletons
+2 Skeletons
(See Day/Night cycle Special Rule)

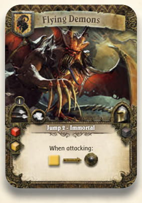

4 Mounted Skeletons

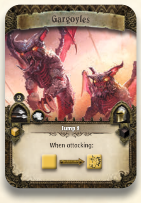
Player 3


John of Lancaster
(Level 2 - Unholy)

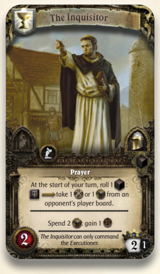

4 Devourers

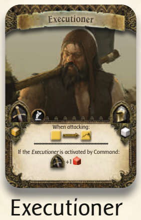

2 Voracious Demons

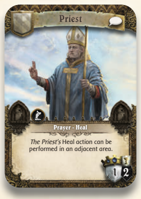

3 Flying Demons
(See Special Rule)


3 Gargoyles

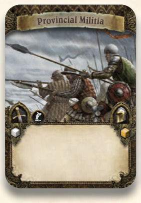
Player 2

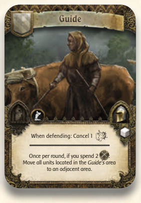

The Inquisitor

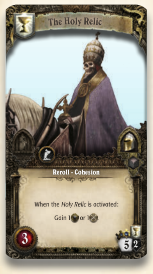

Executioner

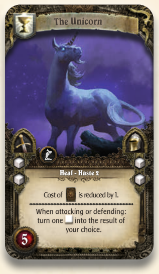

Priest

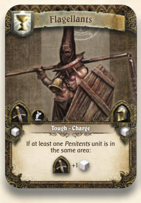
1

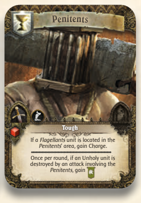

5 Provincial Militia

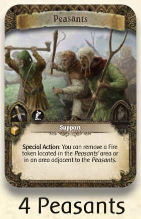

Guide with Wagon

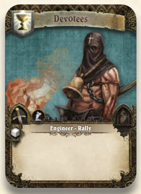

The Holy Relic
(see Special Rule)


The Unicorn
(See Special Rule)

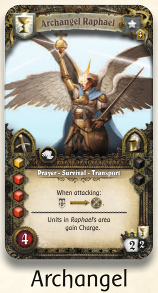

1 Flagellants

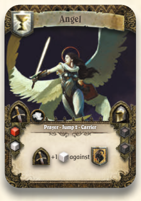

1 Penitents

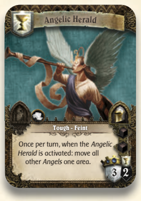

4 Peasants

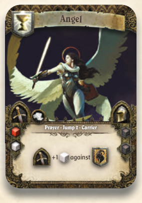

4 Devotees

Player 4


Archangel Raphael

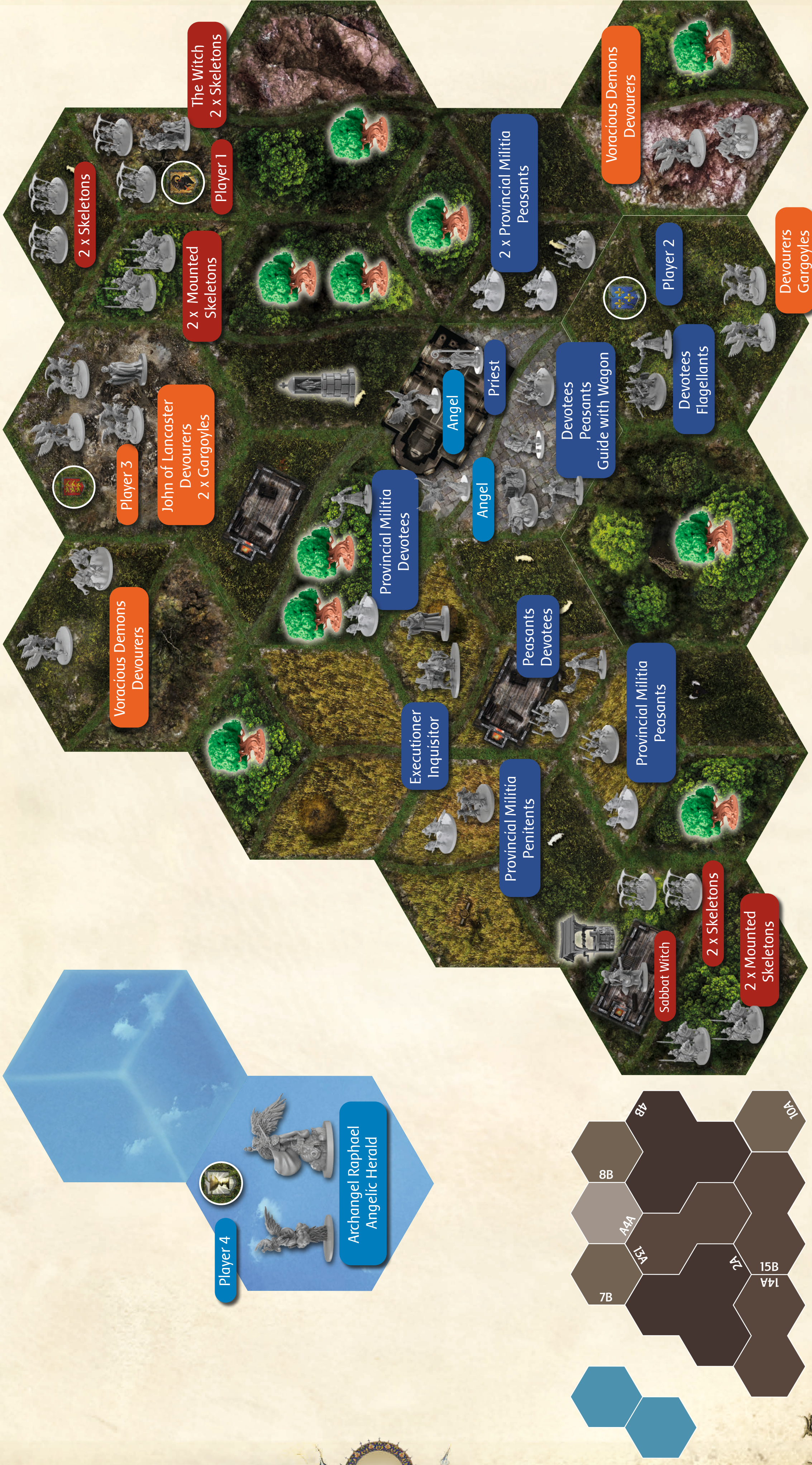

2 Angel


1 Angelic Herald


1 Angel
(See Reinforcements Special Rule)

Devotees use single miniatures in this scenario.

Scenario Tiles: 2, 4, 7, 8, 10, 13, 14, 15, A4A, 2 Sky Hex


The Witch
2 x Skeletons
Player 1
2 x Skeletons
2 x Mounted Skeletons
Voracious Demons
Devourers
2 x Provincial Militia
Peasants
Player 2
Devourers
Gargoyles
Priest
Angel
Devotees
Peasants
Guide with Wagon
Devotees
Flagellants
John of Lancaster
Devourers
2 x Gargoyles
Player 3
Angel
Provincial Militia
Devotees
Voracious Demons
Devourers
Peasants
Devotees
Executioner
Inquisitor
Provincial Militia
Peasants
Provincial Militia
Penitents
Sabbat Witch
2 x Skeletons
2 x Mounted Skeletons
Archangel Raphael
Angelic Herald
Player 4
4B
10A
8B
A4A
13A
2A
15B
14A
7B

Victory Conditions

Note : "Witches" or "Witch" refer to both *The Witch* and the *Sabbat Witch*.

Unholy side

The Unholy side is composed of Player 1's army and Player 3's army.

The Unholy side immediately wins the game if *The Antichrist* is born (see Birthing the Antichrist Special Rule), or if a *Voracious Demons* unit, *Flying Demons* unit or *The Witch* is inside the church at the end of the 6th round.

Holy side

The Holy side is composed of Player 2's army and of Player 4's army.

The Holy side immediately wins the game if 1 of the two Witches is burnt at the stake (see Special Rule: Capturing and Burning Witches), or if the Holy side hasn't won the game by the end of the 6th round.

Reward

- 1 ⊗ for each destroyed enemy unit.

Setup

Randomly determine whether the game starts during the day or at night. Shuffle all 4 Cleared Forest tokens (Scenario tokens numbered 1 to 4) and place them near the board.

Special Rules

JOHN OF LANCASTER

In this scenario, Player 3 does not spend any ⊗ for John of Lancaster's Level 2 upkeep.

DAY/NIGHT CYCLE

At the beginning of each Council phase, flip the Eclipse token:

Solar Phase: All units from the Holy side gain 1 yellow dice while defending this round.

Lunar Phase: All units from the Unholy side gain 1 yellow dice while defending this round. If the cemetery has been discovered, a *Skeletons* unit is deployed in its area, under Player 1's control. *The Antichrist* can only be born during the night.

REINFORCEMENTS

If the number of Activation Orders displayed on the current Round card is even, an *Angel* unit is deployed on the sky hex containing Player 4's Rally point. The Holy player may never have more than 3 *Angel* units on the board.

If the number of Activation Orders displayed on the current Round card is odd, a *Flying Demons* unit is deployed on the cave hex containing Player 3's Rally point. The Unholy player may never have more than 3 *Flying Demons* units on the board.

HOLY SIDE

ACTION: HARVESTING WOOD

All units from Player 2's army can harvest wood if they are in an area containing at least 1 tree, at the cost of an action. A tree is removed from the area and the unit harvesting puts 1 Wood token on its base. A unit cannot hold more than 1 Wood token, or 3 for the Wagon. A unit entering an area can freely put its Wood token(s) in the area or on an allied unit's base.

ACTION: ERECTING A BONFIRE

A bonfire can be erected in any plains, field or village area. It occupies 1 space. To erect a bonfire, a player must activate an area containing at least 5 Wood tokens (either in the area or on unit bases). Discard those tokens. All units present in the area upon its activation participate in the construction of the bonfire, and thus can't act with this activation. The bonfire is then placed in the activated area. It cannot be destroyed by any means.

ACTION: CAPTURING AND BURNING WITCHES

All units from the Holy side can perform a Capture action during this scenario. All units participating in a Capture declare Capture as an action and attempt an attack against a Witch. They roll for attack, and opposing units in the targeted area roll for defence. If at least 1 Kill, Disrupted or Push result goes through the defence roll, the Witch is captured (do not apply the result of the attack). Other units cannot be Captured in this scenario. If a unit is Captured, place it in the attacking unit's area (if it is full, the Capture always fails), assigned to it as its captor. It cannot be activated by its owner anymore, and follows all of its captor's movements. The captor cannot roll for defence. If all units located in an area containing a Captured unit are destroyed or Disrupted, the unit is freed.

A unit from the Holy side can only hold 1 Captured unit at a time.

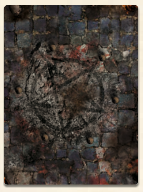
A Captured Witch can be burnt at the stake if its captor is activated while in a bonfire's area.

A Burnt Witch is immediately destroyed, disregarding its remaining wounds. Doing so immediately ends the game

UNHOLY SIDE

IMMORTAL WITCHES

Assign any damage as normal on Witches when defending. Any ☠ or ⚔ result suffered by a Witch is cancelled out. Witches can only be destroyed by being burnt at the stake in this scenario.



ACTION: DRAWING A PENTACLE

The two Witches can draw a pentacle on the ground if the following conditions are met:

- Both Witches are present in the same area, which must be either a plains or field area.
- All other areas within their hex must be either free or allied.
- The area containing both Witches must be activated, and 2 ● must be spent.

If these conditions are met, place a pentacle tile over the Witches' current area. Place all units previously on this area onto the pentacle. If the pentacle's area (A1B) is full, the excess units are destroyed (excess units determined by their owner).

The pentacle works as a Rally point for Player 3's army.

BIRTHING THE ANTICHRIST

The Antichrist can be given birth to if the following conditions are met:

- A Demon unit (*Voracious Demons, Flying Demons* or *Devourers*) must be present in an area containing a Witch.

- These units must be in either a church, a pentacle or a cemetery during the night.

Once these conditions are met, activate the area to give birth to *The Antichrist*. If the area is either a pentacle or a cemetery, a player must spend 1 ⊗ in addition to the activation in order to give birth to *The Antichrist*. Doing so immediately ends the game.

ECLIPSE

Player 3's army can flip the Eclipse token during the Council phase by spending 3 Legend tokens.

OTHER RULES:

CLEARED FOREST TOKENS

When the last tree in an area is removed from the board, draw a Cleared Forest token at random: ①

1. An Old Cemetery is Discovered

Place the cemetery hex (A3B) on the hex where the tree was removed from, and place all units present in the covered areas in adjacent areas (of their owner's choosing).

Place 2 *Skeletons* units under Player 1's army's control in the cemetery's area. The cemetery works as a Rally point for Player 1's army.

2. The Tree was a Sacred Tree, Freeing a Unicorn onto the Battlefield

Deploy the *Unicorn* in the tree's area, under Player 4's control.

3. Hell on Earth

Place a lava hex (A2A) on the hex where the tree was removed from.

All units which are covered by the tile are destroyed (no ⊗ is awarded), except a Witch, which is placed in an area adjacent to the lava (of its owner's choosing).

If a unit holding a Witch captive is destroyed by the lava, the Witch is freed.

Only Demon units can enter this tile, which works as a Rally point for Player 3's army.

A unit being pushed into a lava area suffers 1 ⚔ without the possibility of defending itself, and is then placed into an adjacent area (of its owner's choosing); Demon units aren't affected by this effect.

4. Ruins of an Old Church

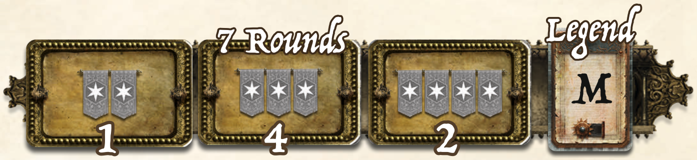
Place the church's ruins into the tree's area, together with *The Holy Relic*.

The Holy Relic is under Player 2's control.

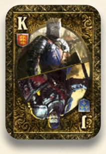
The Four Horsemen of the Apocalypse

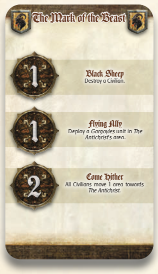
«And I saw when the Lamb opened the first of the seven seals, and I heard one of the four living creatures saying with a loud voice like the sound of thunder, «Come!» And I saw, and, behold, a white horse, and he who was seated on it had a bow, and a conqueror's crown was given to him, and he went forth conquering and to conquer. And, when he had opened the second seal, I heard the second living creature say, «Come!» And there came forth another horse blood-red in colour, and to him that sat upon it there was given to take peace from the earth, and to bring it about that men slay one another, and a great sword was given to him. And, when he had opened the third seal, I heard the third living creature say, «Come!» And, behold, there came a black horse, and he who sat upon it had the beam of a balance in his hand. And I heard as it were a voice in the middle of the four living creatures saying: «A measure of wheat for a denarius, and three measures of barley for a denarius. But you must not injure the oil and the wine.» And, when he had opened the fourth seal, I heard the voice of the fourth living creature saying, «Come!» And I saw, and, behold, there came a pale horse, and the name of him who sat upon it was Death, and Hades followed with him; and they were given power over a fourth part of the earth, to kill with the sword, and with famine, and with pestilence, and by the wild beasts of the earth.» '-Revelation 6.1-8'.

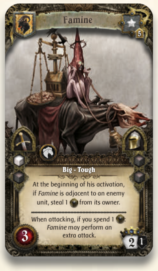
The four Horsemen of the Apocalypse are the opening act of the beginning of the end of the world. They appear when the Lamb, symbol of Jesus Christ's resurrection, opens the first 4 seals. Their deadly cavalcade leaves only corpses and desolation in its trail. Conquest, Death, War and Famine reap souls with swords, sickness, starvation and arrows. On the continent, nothing stops them: cities, villages... everything is devastated. Hands covered in blood, they want more. So they ride north, looking for more souls and desolation. While celebrating Saint Patrick's Day, the Irish people see cavaliers, covered with crimson foam, rising from the seas and making their way towards them...

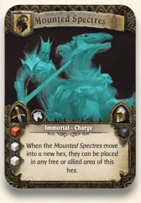


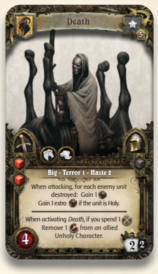
Unholy Player

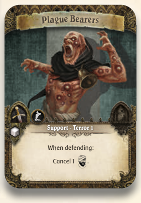


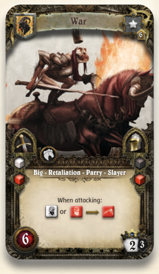

The Mark of the Beast
1 Black Sheep
Destroy a Civilian.
1 Flying Ally
Deploy a *Gargoyles* unit in *The Antichrist*'s area.
2 Come Hither
All Civilians move 1 area towards *The Antichrist*.

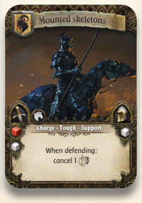

Famine

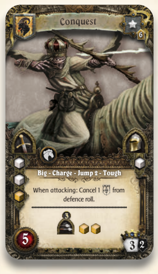

4 Mounted Spectres

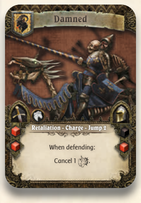

Death


4 Plague Bearers

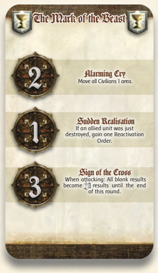

War

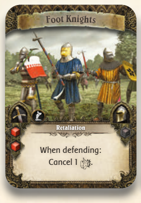

4 Mounted Skeletons

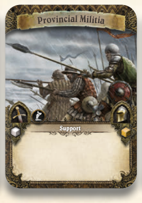

Conquest

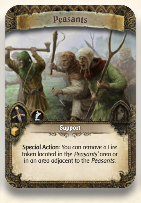

2 Damned

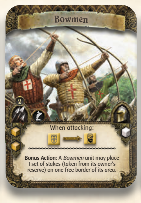
Holy Player

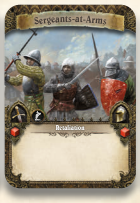

The Mark of the Beast
2 Alarming Cry
Move all Civilians 1 area.
1 Sudden Realisation
If an allied unit was just destroyed, gain one Reactivation Order.
3 Sign of the Cross
When attacking: All blank results become results until the end of this round.

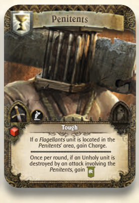

1 Foot Knights

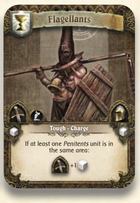

4 Provincial Militia


4 Peasants

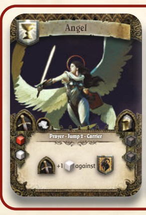

4 Bowmen

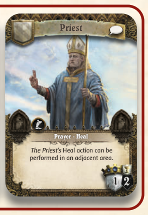

4 Sergeants-at-Arms

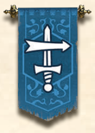

1 Penitents

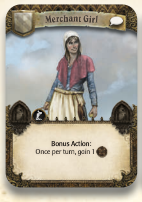

1 Flagellants

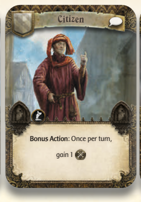
See Special Rule

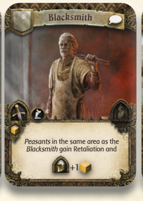

2 Angel

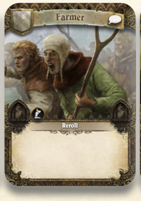

Priest
(Saint Patrick)

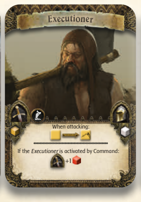

1

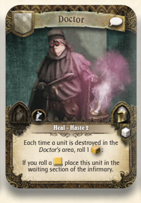

Merchant Girl

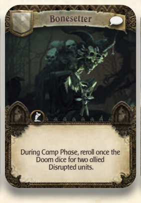

Citizen

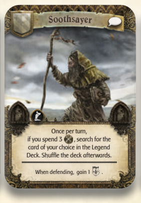

Blacksmith

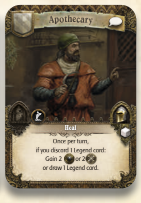

Farmer


Executioner

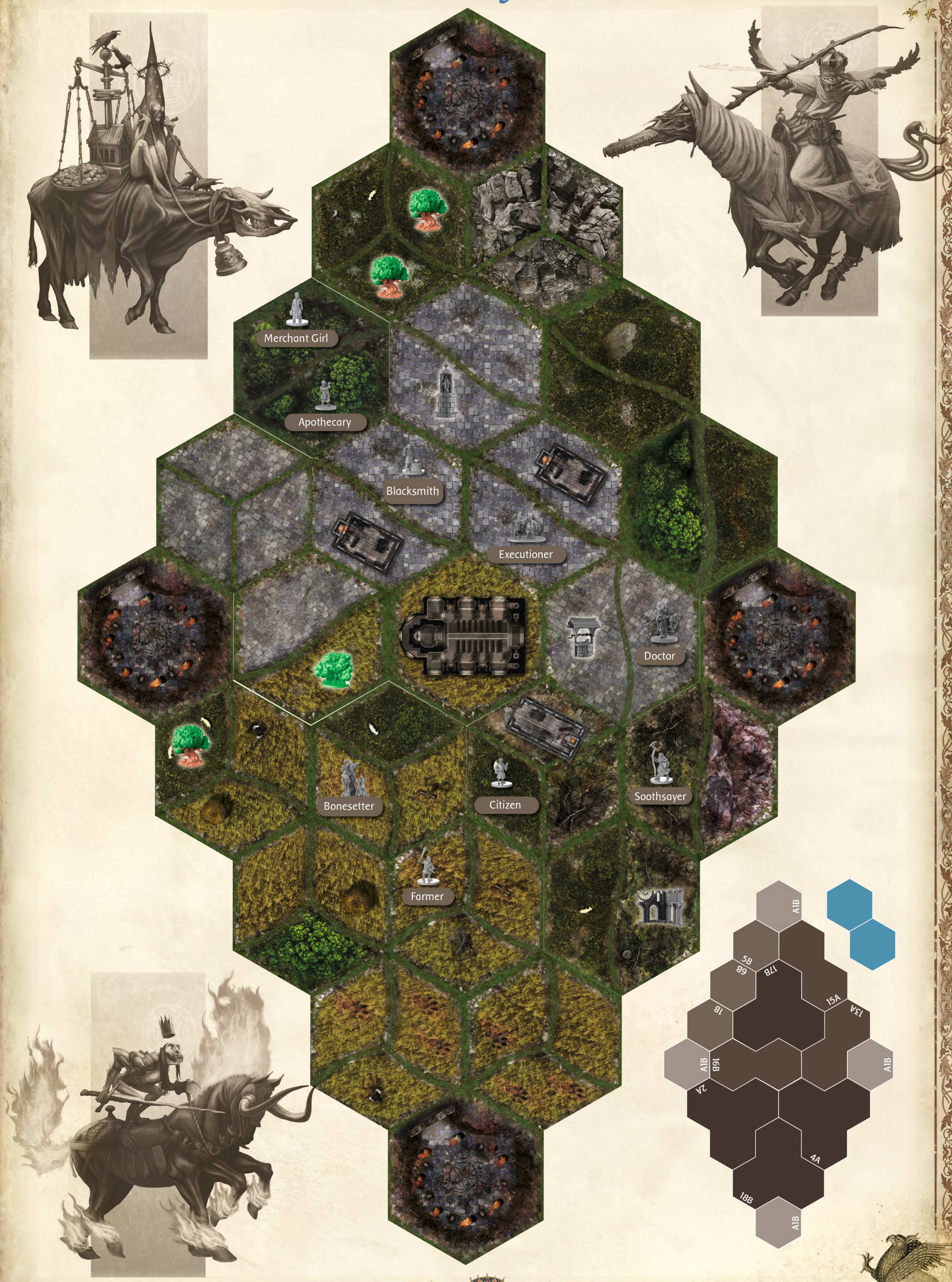

Doctor


Bonesetter


Soothsayer


Apothecary

Scenario Tiles: 1, 2, 4, 5, 6, 13, 15, 16, 17, 18, x4 A1B, 2 Sky Hex


Merchant Girl
Apothecary
Blacksmith
Executioner
Doctor
Bonesetter
Citizen
Soothsayer
Farmer
A1B
5B
6B
17B
15A
13A
1B
A1B
16B
A1B
2A
4A
18B
A1B

Victory Conditions

The Unholy army can earn Victory Points through these methods:

- **Civilian Destroyed**: 1 Victory Point
- **Units from the Holy army Disrupted or destroyed at the end of the 7th round (except *Angels*)**: 1 Victory Point

If the Unholy army gathers 20 Victory Points, they win the game.
If the Holy army performs a Miracle (see Miracle Special Rule), or if the Unholy army hasn't won by the end of the 7th round, the Holy army wins the game.

Reward

- 1 ⊗ for each destroyed Infantry unit.
- 2 ⊗ for each destroyed Cavalry unit.
- 3 ⊗ for each destroyed Character.

Special Rules

The Holy army deploys its units first.

HOLY UNITS' DEPLOYMENT AND RALLY POINTS
The Holy army places its units in any area except the pentacles or a building's interior. There can't be more than 2 units in the same area. All buildings' areas and their interior tiles aside from the church, serve as the Holy army's Rally points.

UNHOLY UNITS' DEPLOYMENT
At the beginning of each round, choose a Horseman and its troops (the ones to its right). Deploy them in a pentacle area. The Horseman and its troops cannot be deployed in the pentacle area directly opposite to the one used the previous round, nor in a previously used pentacle.

PENTACLE
When a unit from the Unholy army is Disrupted or destroyed, it is deployed in its starting pentacle's area at the beginning of the next Camp phase. The Holy army still gains ⊗ for the destroyed / Disrupted unit, and all Disrupted Unholy units count as being destroyed for the Holy side. Units from the Holy army can't move into a pentacle's area.

CHURCH
Only Civilians can move into the church.
Units cannot attack from inside the church, and Civilians cannot be attacked while inside the church.

SHRINE
Units from the Unholy army cannot enter the shrine area. They can still attack this area.

ANGEL
If one Civilian performs the Prayer action while inside the church, an *Angel* is summoned. Place the *Angel* in any free or allied area. Up to 2 Angel units can be deployed at a time. If the *Angel* Disrupts or destroys a unit from the Unholy army, the unit is sent to the infirmary, and has to throw the Doom dice and follow its results in order to be rallied in its starting pentacle's area.

MIRACLE
If five Civilians perform the *Prayer* action at the same time while inside the church, all the Civilians call upon a miracle, and the *Holy* army immediately wins the game.

SAINT PATRICK (USING THE PRIEST'S MINIATURE)
Once per game, if two Civilians perform the Prayer action at the same time while inside the church, *Saint Patrick* is summoned. Place *Saint Patrick* in any free or allied area.
Attacks cannot be declared from an area containing *Saint Patrick*. If an area containing *Saint Patrick* is attacked, all Killed and Disrupted results suffered by the defending units become Push results.
Saint Patrick can be activated by the Holy army. When activated, as a bonus action, *Saint Patrick* can force a unit from the Unholy army in an adjacent area to suffer a Push result without being able to roll its defence dice.

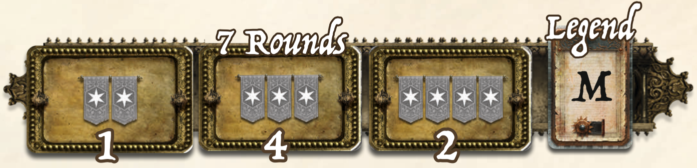
CIVILIANS
In this scenario, all Civilians are considered units of the Holy army, and can thus be activated even when by themselves. If a unit from the Unholy army moves into an area containing a Civilian, the Civilian is destroyed.
All Civilians can perform the Prayer action while in the church.

INTRIGUE CARDS
Intrigue cards can be activated using either ⊗ or ⊛ in this scenario.

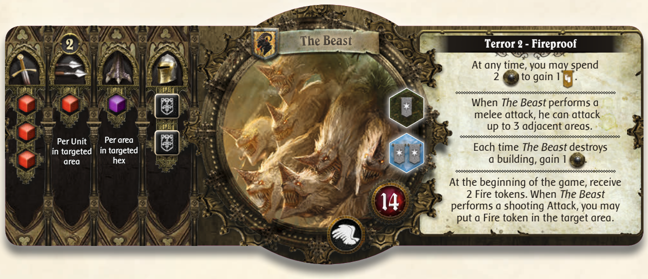
The Mark of the Beast

"Then I saw a second beast, coming out of the earth. It had two horns like a lamb, but it spoke like a dragon. Because of the signs it was given power to perform, it deceived the inhabitants of the earth. It also forced all people, great and small, rich and poor, free and slave, to receive a mark on their right hands or on their foreheads, so that they could not buy or sell unless they had the mark, which is the name of the beast or the number of its name. That number is 666."-Revelation 13

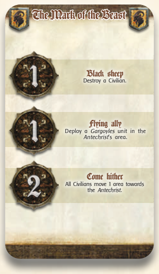
After the slaughter perpetrated by the Horsemen of the Apocalypse, the survivors bury their dead, gathering to pray for their salvation. Their respite is short-lived, however, with the arrival of the Antichrist followed by his animal companion: the Beast! Between the two of them, they raise an army recognisable by the number tattooed on their skin. These men and women are convinced to follow them, either by force or wickedness. Few stand up before them, and they end up inside the Beast's belly and its 666 metre-long guts.
Only a few Saints come down to Earth to attempt to discourage mankind from getting branded by Evil.

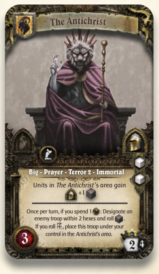

7 Rounds
Legend
1
4
2
M

Unholy Player

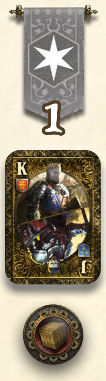

The Beast
2
Per Unit in targeted area
Per area in targeted hex
14
Terror 2 - Fireproof
At any time, you may spend 2 to gain 1.
When The Beast performs a melee attack, he can attack up to 3 adjacent areas.
Each time The Beast destroys a building, gain 1.
At the beginning of the game, receive 2 Fire tokens. When The Beast performs a shooting Attack, you may put a Fire token in the target area.

The Beast

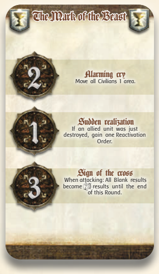

The Mark of the Beast
1 Black sheep
1 Flying ally
2 Come hither


The Antichrist

The Antichrist



Holy Player


The Mark of the Beast
2 Alarming cry
1 Sudden realization
3 Sign of the cross

4 Peasants

Crossbowmen

4 Crossbowmen

Sergeants-at-arms

2 Sergeants-at-Arms

Gentry Mounted Knights

3 Gentry Mounted Knights

Executioner

Saint Sebastian

Saint Pascal

Merchant Girl

Saint Blandina

Mounted Bowmen

1 Mounted Bowmen

Destructive Angel

Angelic Herald

See Special Rule

Citizen

Blacksmith

Blacksmith

Farmer

Soothsayer

Soothsayer

Apothecary

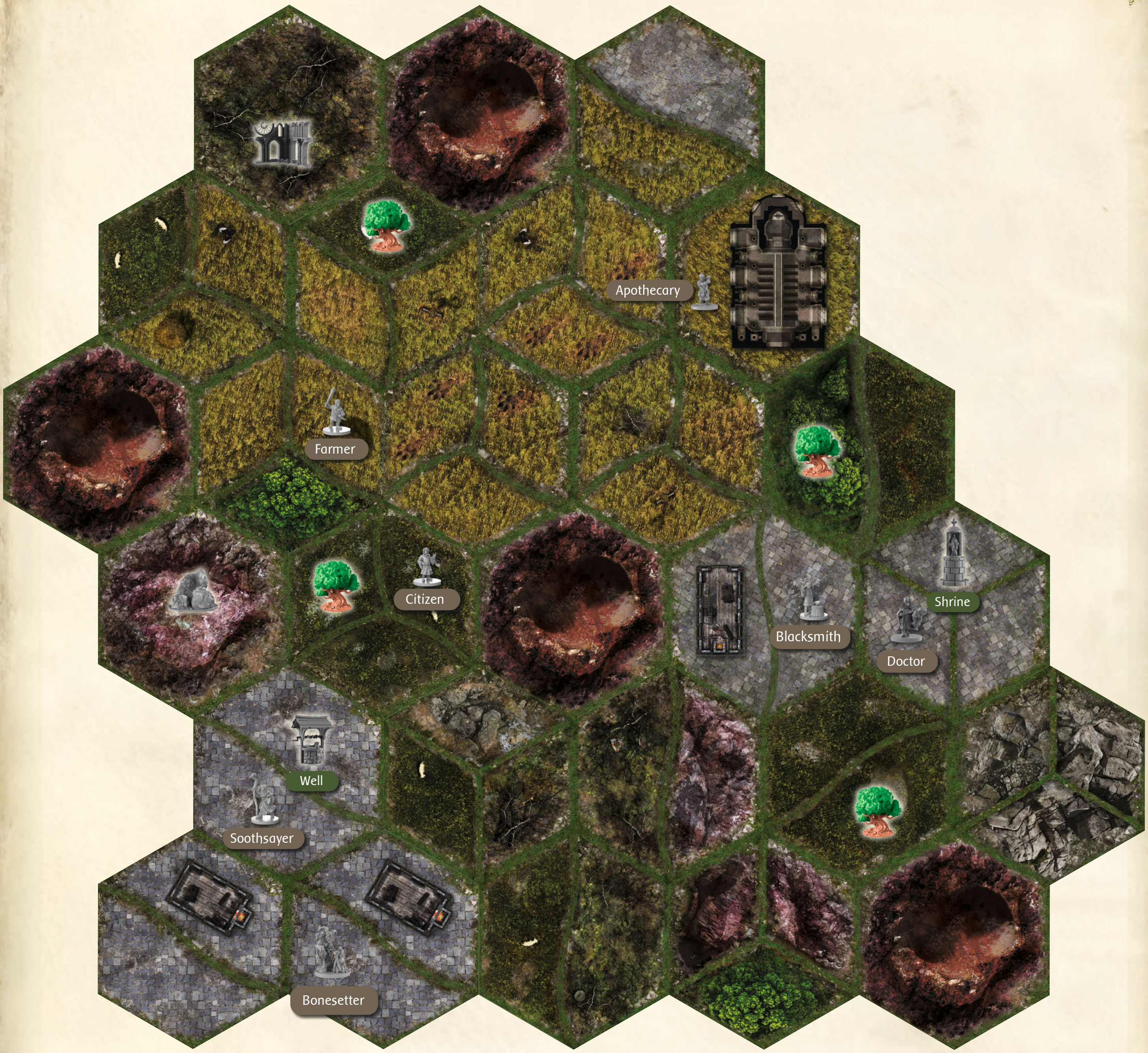
Apothecary

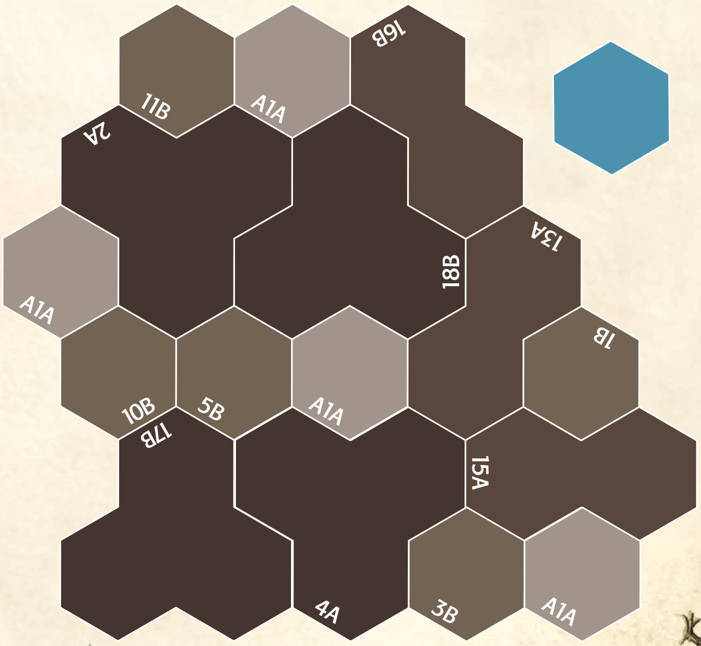
Doctor

Bonesetter

Bonesetter

Scenario Tiles: 1, 2, 3, 4, 5, 10, 11, 13, 15, 16, 17, 18, x4 A1A, 1 Sky Hex


Apothecary
Farmer
Citizen
Shrine
Blacksmith
Doctor
Well
Soothsayer
Bonesetter


16B
11B
A1A
2A
13A
A1A
18B
1B
10B
5B
A1A
17B
15A
4A
3B
A1A

Victory Conditions

The Unholy army can earn Victory Points through these methods:

- **Civilian branded with the Mark of the Beast or corrupted (see Civilians)**: 1 Victory Point
- **Unit from the Holy army corrupted (see Corrupting humankind) or taken control of by *The Antichrist***: 1 Victory Point

If the Unholy army gathers 14 Victory Points at any point during the game, they win the game.
If the Unholy army hasn't won by the end of the 7th round, the Holy army wins the game.

Reward

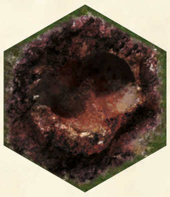
- 1 ⊗ for each destroyed Infantry or Cavalry unit (except Civilians).
- 2 ⊗ for each destroyed Character.

Special Rules

The Holy army deploys their units first.

HOLY UNITS' DEPLOYMENT AND RALLY POINTS

The Holy army places its units in any areas except the caves and the inside of buildings. There can't be more than 2 units in the same area. All buildings' areas and their interior tiles serve as the Holy army's Rally points.

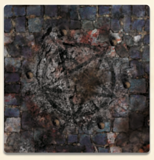


UNHOLY UNITS' DEPLOYMENT AND RALLY POINTS

At the beginning of the game, the Unholy army places their units in cave areas. All caves serve as Rally points for the Unholy side.

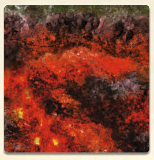
TERRAIN CORRUPTION

The Antichrist and *The Beast* can transform the hex they are currently in into a pentacle (A1B), lava (A2A) or scorched earth (A3A) hex (if there are enough hexes available), at the cost of an action and if it contains no enemy units. A lava hex cannot replace a hex holding a terrain element.



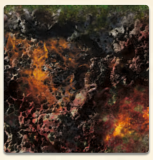
PENTACLE

An Unholy side unit activated on a pentacle can move to another pentacle instead of an adjacent area.



LAVA

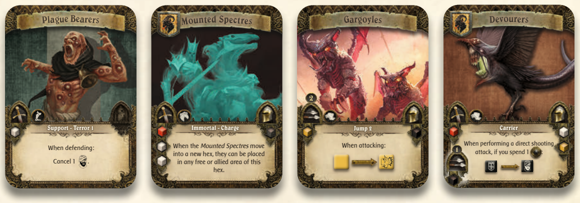
Only Flying and Gigantic units may move into a lava hex. All other units that are pushed into a lava hex suffer 1 Wound without the possibility of defending themselves, and are placed into an adjacent area of their owner's choice other than the area they were initially in.

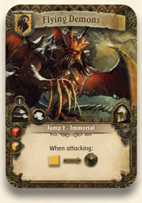


SCORCHED EARTH

When a Holy side unit is attacked while in a scorched earth area, all blank results it suffers become Disrupted results.

CORRUPTING HUMANKIND


Plague Bearers
Support - Terror 1
When defending:
Cancel 1
Mounted Spectres
Immortal - Charge
When the Mounted Spectres move into a new hex, they can be placed in any free or allied area of this hex.
Gargoyles
Jump 1
When attacking:
Devourers
Carrier
When performing a direct shooting attack, if you spend 1

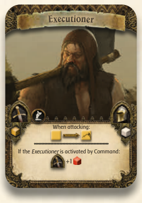

Flying Demons
Jump 1 - Immortal
When attacking:

As soon as a unit from the Holy army (except *Angels*) is Disrupted or destroyed by *The Beast*, it gets corrupted.
Discard the unit and replace it with an Unholy unit (to the extent of available stock).

- **Infantry:** *Plague Bearers*
- **Cavalry:** *Mounted Spectres*
- **Civilian:** *Gargoyles*, *Devourers* or *Flying Demons*, of the Unholy player's choice.
  The replacement unit is deployed in a cave area, chosen by the Unholy player.

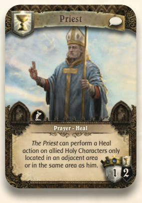
THE SAINTS

They cannot be attacked. The Unholy units cannot move into their area, but they can attack said areas. Only the Holy army can activate the Saints.


Executioner
When attacking
If the Executioner is activated by Command:

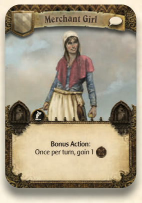
SAINT SEBASTIAN – PATRON SAINT OF BOWMEN AND SOLDIERS

If a Holy unit attacks while *Saint Sebastian* is located in its area, all its Blank results become Push results.


Priest
Prayer - Heal
The Priest can perform a Heal action on allied Holy Characters only located in an adjacent area or in the same area as him.
1 2

SAINT PASCAL - EXPERT ON TRANSUBSTANTIATION

When *Saint Pascal* is activated, he can transform 1 Activation order into 1 Reactivation Order.


Merchant Girl
Bonus Action:
Once per turn, gain 1

SAINT BLANDINA - DID NOT RENOUNCE HER FAITH DURING HER MARTYRDOM

Hexes containing *Saint Blandina* and units in her area cannot be corrupted.

ANGEL

At the beginning of each of their turns, the Holy army can deploy the *Angel* unit associated with a Saint in the same area as the Saint. If the Angel unit's control was taken by *The Antichrist*, return that unit to its Saint under the Holy player's control instead.

- 1 *Angel* for *Saint Blandina*
- 1 *Angelic Herald* for *Saint Pascal*
- 1 *Destructive Angel* for *Saint Sebastian*

Each Saint is only allowed to have one of their *Angels* deployed at the same time. If there is no space in the area to deploy the *Angel*, it will be deployed the next round.

CIVILIANS

In this scenario, all Civilians are considered units of the Holy army, and can thus be activated even when by themselves. If an Unholy unit moves into the same area as a Civilian, the Civilian is branded with the Mark of the Beast, and is immediately destroyed.

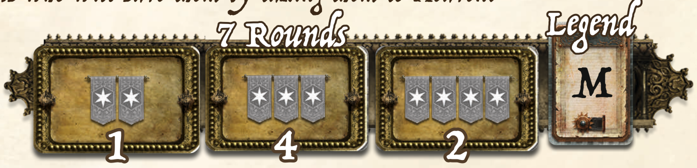
INTRIGUE CARDS

Intrigue cards can be activated using either ⊗ or ● in this scenario.

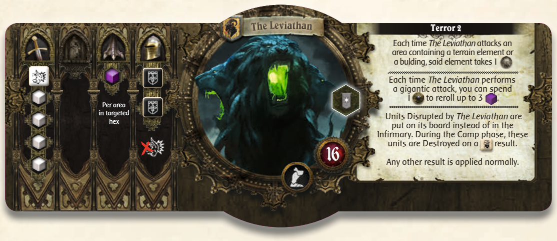
The Leviathan

"People worshipped the dragon because he had given authority to the Beast, and they also worshipped the Beast and asked, 'Who is like the Beast? Who can wage war against it? It opened its mouth to blaspheme God, and to slander his name and his dwelling place and those who live in heaven. It was given power to wage war against God's holy people and to conquer them. And it was given authority over every tribe, people, language and nation. All inhabitants of the earth will worship the beast—all whose names have not been written in the Lamb's book of life, the Lamb who was slain from the creation of the world. 'If anyone is to go into captivity, into captivity they will go. If anyone is to be killed with the sword, with the sword they will be killed.' This calls for patient endurance and faithfulness on the part of God's people." - Revelation 13

The Beast sends the Leviathan to destroy all the Saints it was not able to corrupt. Seeking refuge on the Mountain of Zion near the Lamb, the Saints are waiting for the angels who will save them by taking them to Heaven.


7 Rounds
Legend
M
1
4
2

Unholy Player


The Leviathan
Per area in targeted hex
16

Terror 2

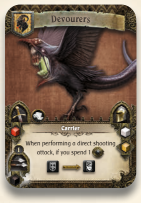
Each time *The Leviathan* attacks an area containing a terrain element or a bulding, said element takes 1 ●

Each time *The Leviathan* performs a gigantic attack, you can spend 1 ● to reroll up to 3 ■.

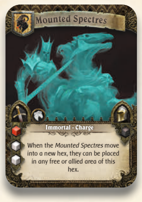
Units Disrupted by *The Leviathan* are put on its board instead of in the Infirmary. During the Camp phase, these units are Destroyed on a ▨ result.

Any other result is applied normally.

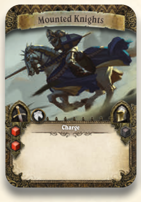
The Leviathan



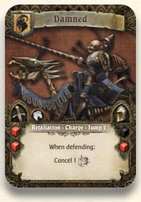
4 Devourers


Mounted Spectres

4 Mounted Spectres


Mounted Knights

4 Mounted Knights



2 Damned

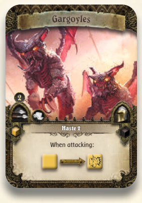
Armageddon

2 **Faster, Beast!** Move *The Beast* immediately into an adjacent hex.

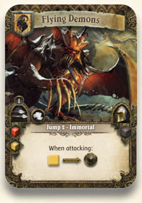
1 **Born Rider** Move an allied cavalry unit two areas.

1 **Backstab** When attacking: An enemy unit suffering a ▨ result, suffers 1 Wound.

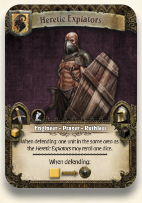
2 **4 Horsemen Riding** Move *Death*, *Famine*, *Conquest* and *War* one area.



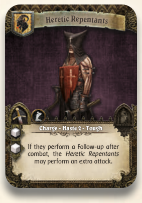
2 Gargoyles


Flying Demons

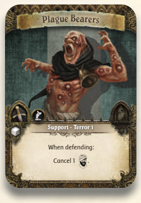
2 Flying Demons


Heretic Expiators

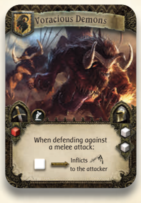
2 Heretic Expiators


Heretic Repentants

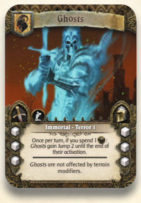
2 Heretic Repentants


Plague Bearers

4 Plague Bearers


Voracious Demons

2 Voracious Demons



2 Ghosts

Holy Player

1

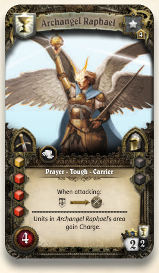
Armageddon

2 **Cry of Despair** Place one *Destructive Angel* in a free or allied area of your choice.

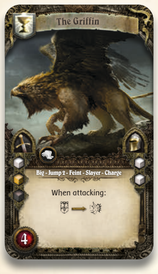
1 **Cherished by God** Remove 1 ● from an *Archangel* or Rally an *Angel*.

1 **Sudden Realisation** If an allied unit was just destroyed, gain one Reactivation Order.

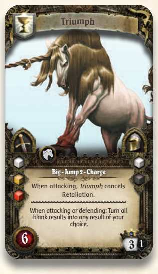
3 **Sign of the Cross** When attacking: All blank results become ▨ results until the end of this round.


Archangel Raphael

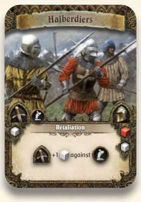
Archangel Raphael


The Griffin

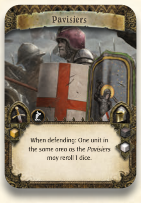
The Griffin



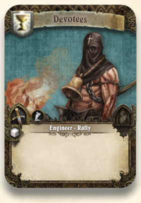
Triumph


Halberdiers

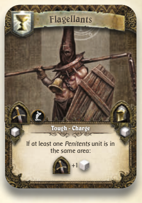
4 Halberdiers



2 Pavisiers

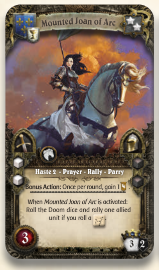


1 Devotees

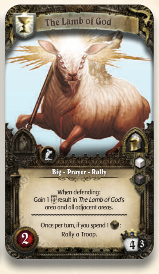

Flagellants

1 Flagellants

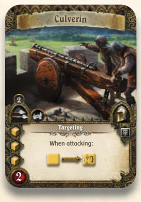
Non-human units are named in blue.


Mounted Joan of Arc

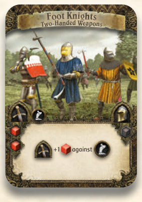
Mounted Joan of Arc (Level 2)


The Lamb of God

The Lamb of God

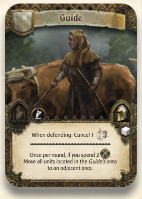


1 Culverin

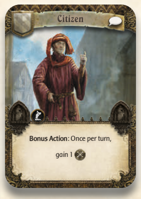

Foot Knights
Two-Handed Weapons

6 Foot Knights - Two-Handed Weapons

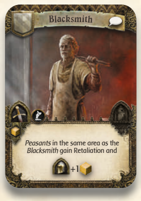
Civilians



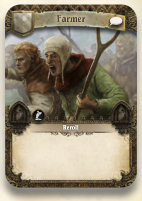
Guide



Citizen

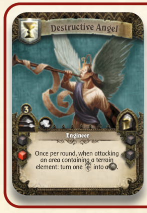

Blacksmith

Blacksmith

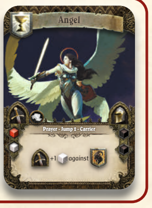


Farmer

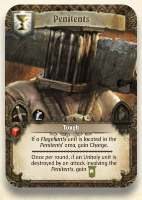
See Special Rule


Destructive Angel

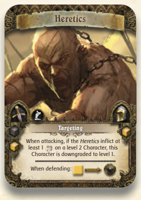
2 Destructive Angel



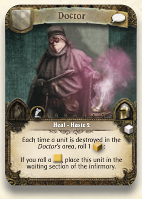
4 Angel



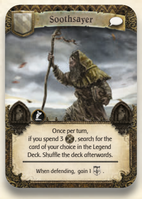
1 Penitents



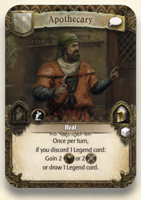
1 Heretics



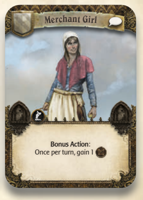
Doctor


Soothsayer

Soothsayer

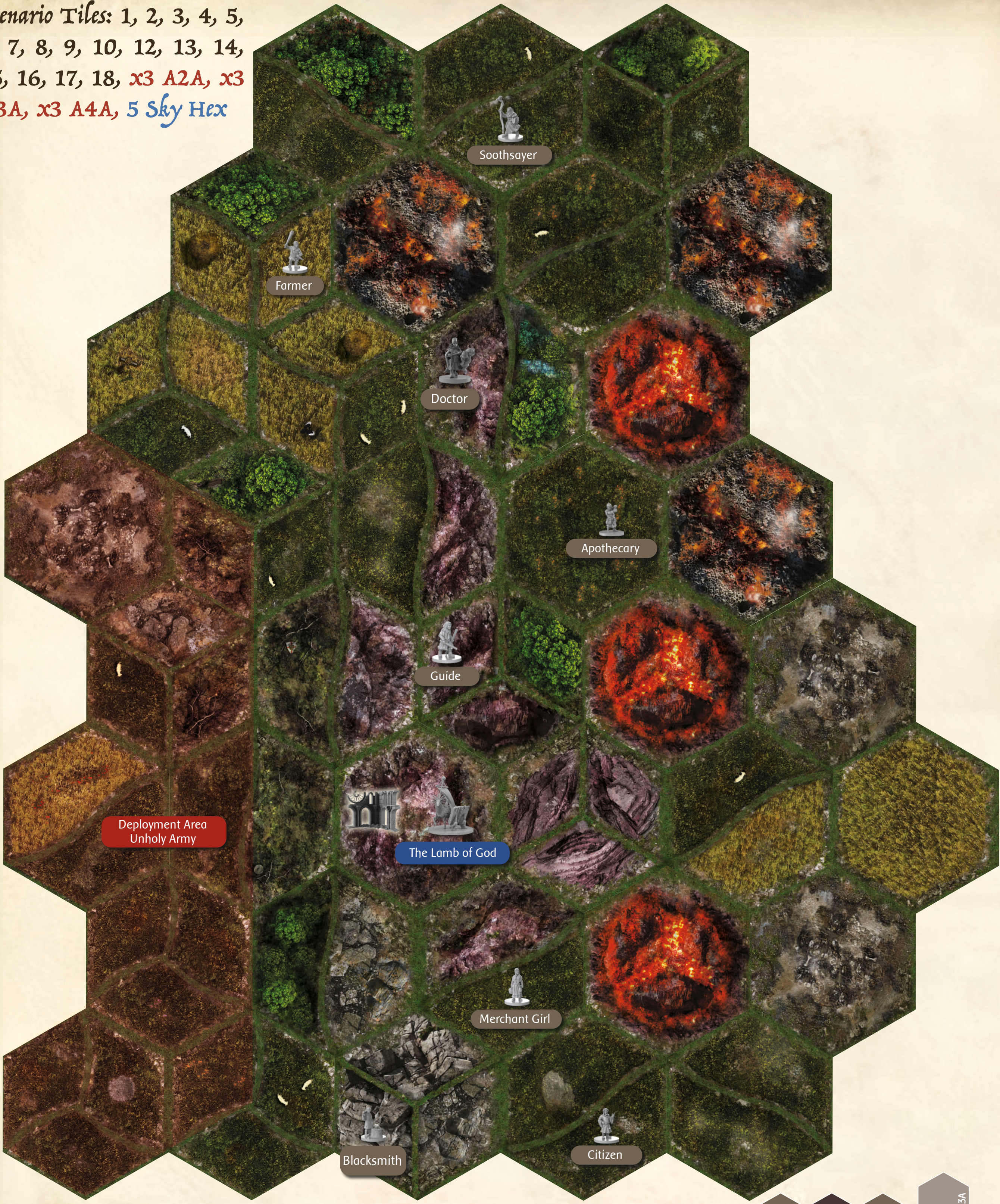

Apothecary

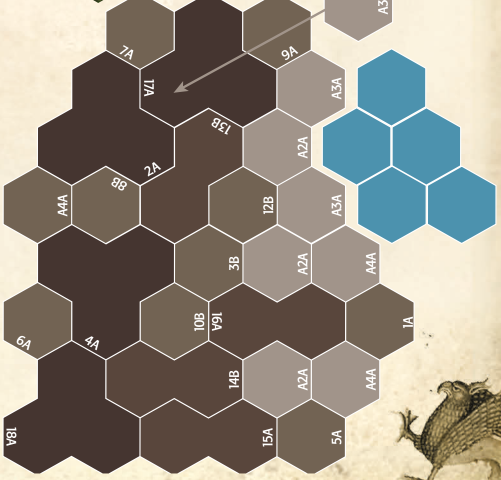
Apothecary


Merchant Girl

Merchant Girl

Scenario Tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 13, 14, 15, 16, 17, 18, x3 A2A, x3 A3A, x3 A4A, 5 Sky Hex


Soothsayer
Farmer
Doctor
Apothecary
Guide
Deployment Area
Unholy Army
The Lamb of God
Merchant Girl
Blacksmith
Citizen


A3A
7A
9A
17A
A3A
13B
2A
8B
A2A
A4A
12B
A3A
3B
A2A
A4A
10B
16A
1A
6A
4A
14B
A2A
A4A
18A
15A
5A

Victory Conditions

The Unholy army can earn Victory Points through these methods:

- **Saint still on the board / destroyed at the end of the 7th round**: 111 Victory Points
- ***The Lamb of God* destroyed***:* 111 Victory Points
- ***Archangel Raphael* destroyed:** 111 Victory Points
- **The Mountain of Zion (hex 10B) occupied at least once by an Unholy unit at the end of a round:** 111 Victory Points

If the Unholy army gathers 666 Victory Points, they win the game.
If the Unholy army doesn't win by the end of the 7th round, the Holy army wins the game.

Reward

- 1 ⊗ for each destroyed Infantry or Cavalry unit.
- 2 ⊗ for each destroyed Character or unit with the Big skill.

Special Rules

SETUP
The Holy army places their human units in hill or rocks areas.
The *Lamb of God* is placed in 10B.
The Unholy army then places their units wherever they want in their starting area.
The Holy army finally places their Non-Human units in any forest areas of their choice.
Take 5 sky hexes and randomly create the sky board from them.

LAVA
Only Flying and Gigantic units may move into a lava hex. All other units that are pushed into a lava hex suffer 1 ◉ without the possibility of defending themselves, and are placed into an adjacent area of their owner's choice other than the area they were initially in.

SCORCHED EARTH
When a Holy side unit is attacked while in a scorched earth area, all Blank results it suffers become Disrupted results.

MASS GRAVE
Any unit from the Unholy army can use the Smell Death action while in a mass grave area. This action lets them remove 1 ◉ from any Unholy unit in the area.

FIGHT TO THE DEATH
There are no Rally points for either army during this scenario (only Characters with the Rally skill). A Disrupted unit is immediately destroyed. If the Holy side uses the *Lamb of God's* ability or the Cherished by God Intrigue, rally the designated destroyed unit.

SAINTS
The Civilians are all deceased Saints during this scenario (but still take up 1 space in their area).
Lay them down on their back. A *Destructive Angel*, *Archangel Raphael* or *The Griffin* can pick up a Saint while in its area. Only one Saint can be carried at a time. The carrier loses 1 defence dice of their choice while carrying a Saint. Once the carrier moves into a sky hex, the Saint is saved. Only one Saint can be saved per round. Remove its miniature from play. If a unit from the Unholy army moves into the same area as a Saint, the Saint is immediately destroyed.

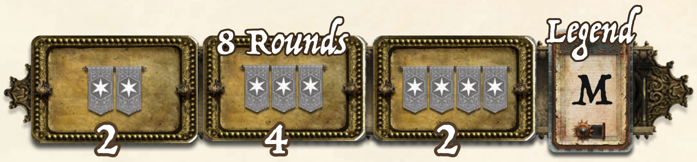
ANGELS
At the beginning of each of the Holy army's turns, one *Destructive Angel* (there can't be more than 2 on the board at the same time) or one *Angel* (there can't be more than 4 on the board at the same time) can be deployed in each area containing a Saint. If there is not enough room in the area, or no available miniature, no unit is deployed.

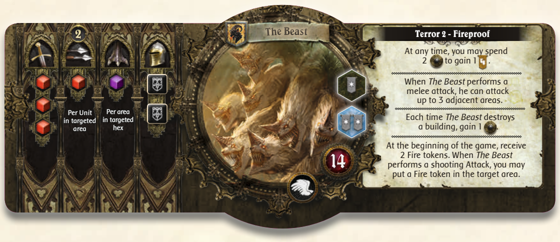
INTRIGUE CARDS
Intrigue cards can be activated using either ⊗ or ✹ in this scenario.

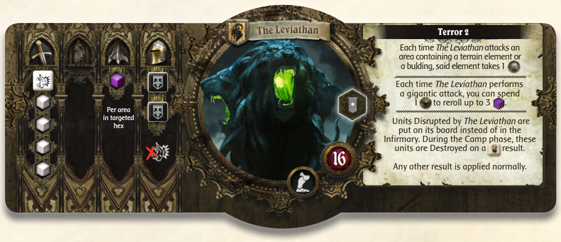
The Armageddon

"Then they gathered together to the place that in Hebrew is called Armageddon.
I saw heaven standing open and there before me was a white horse, whose rider is called Faithful and True. His eyes are like blazing fire, and on his head are many crowns. He is dressed in a robe dipped in blood, and his name is the Word of God. The armies of heaven were following him, riding on white horses and dressed in fine linen, white and clean. Coming out of his mouth is a sharp sword. On his robe and on his thigh he has this name written: King of Kings and Lord of Lords.
And I saw an angel standing in the sun, who cried in a loud voice to all the birds flying in mid-air: 'Come, gather together for the great supper of God, so that you may eat the flesh of kings, generals, and the mighty, of horses and their riders, and the flesh of all people, free and slave, great and small.' Then I saw the beast and the kings of the earth and their armies gathered together to wage war. The beast was captured, and with it the Antichrist. The two of them were thrown alive into the fiery lake of burning sulphur; the rest were killed with the sword coming out of the mouth of the rider on the horse, and all the birds gorged themselves on their flesh."
-Revelation 16 and 19

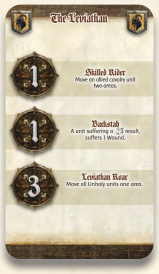
This is the final battle between Good and Evil, the end of the Apocalypse. Standing atop the slopes of Armageddon, the Holy army is waiting for the assault of the Unholy forces wanting to overwhelm them. Stirred up by the Antichrist, the legions of demons and humans bearing the Mark rush the angels. They are assisted by the Leviathan and the Beast, attempting to extinguish the last spark of light and justice from this world. The Holy forces call upon their relics and their faith to hold and win. The balance will tip several times during this epic massacre.

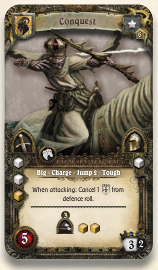


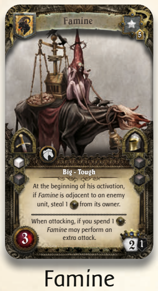

The Beast

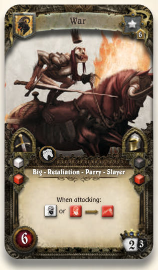

The Leviathan

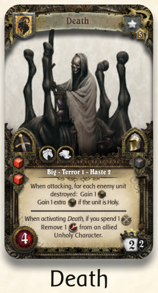
Unholy Player

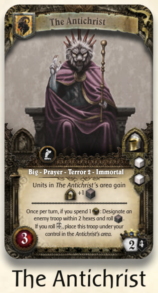


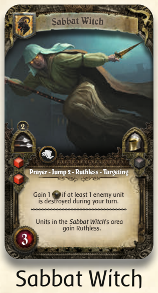

Conquest

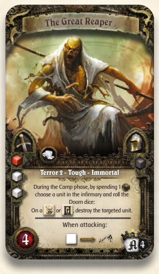

Famine

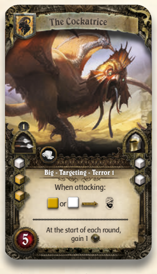

War

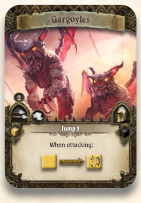

Death

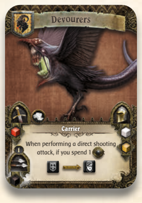

The Antichrist

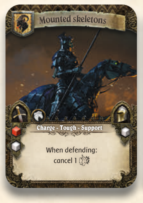

Sabbat Witch

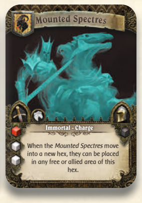

The Great Reaper

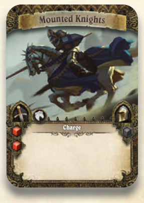

The Cockatrice

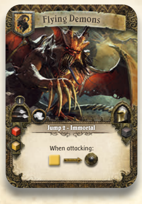

2 Gargoyles

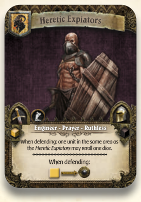

4 Devourers

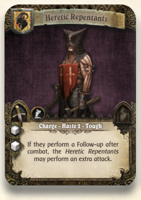

2 Mounted Skeletons

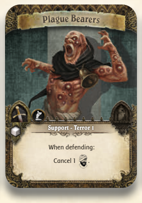

4 Mounted Spectres

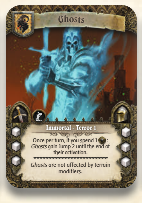

4 Mounted Knights

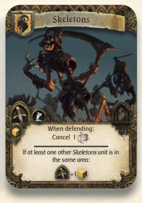

2 Flying Demons

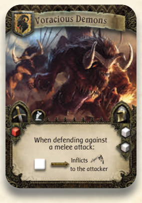

2 Heretic Expiators

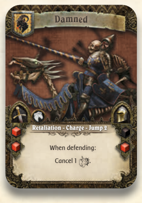

2 Heretic Repentants

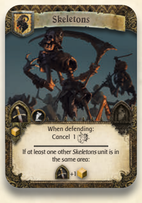

4 Plague Bearers


2 Ghosts

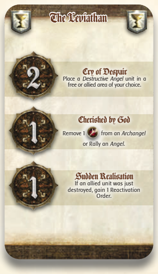

2 Skeletons

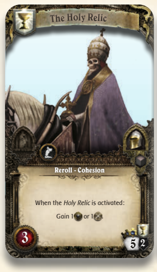

2 Voracious Demons

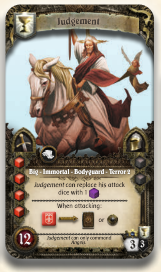

2 Damned

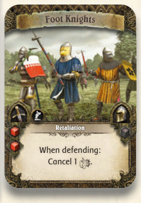

4 Skeletons
(See Cemetery Special Rule)

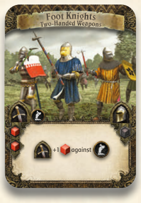
Holy Player

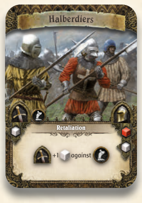

The Leviathan
2 Cry of Despair
1 Cherished by God
1 Sudden Realisation

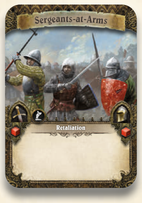

The Holy Relic

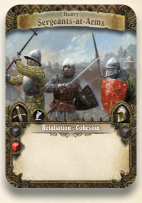

Judgement

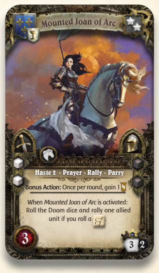

5 Foot Knights

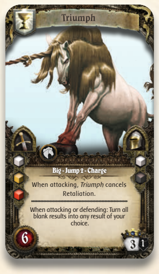

5 Foot Knights - 2 Handed Weapons

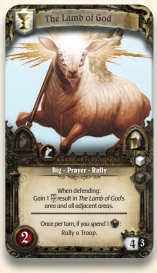

4 Halberdiers

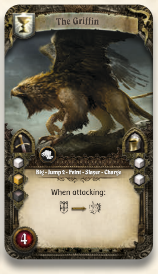

4 Sergeants-at-Arms

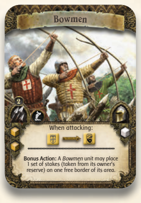

4 Heavy Sergeants-at-Arms

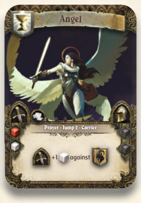

Mounted Joan of Arc (Level 2)

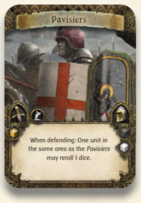

Triumph

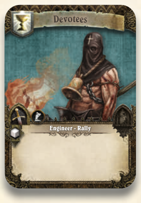

The Lamb of God

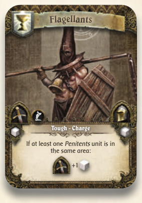

The Griffin

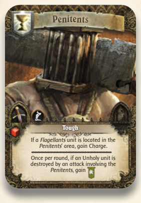

10 Bowmen


4 Angel

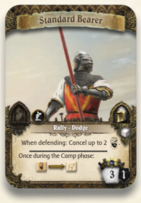

2 Pavisiers

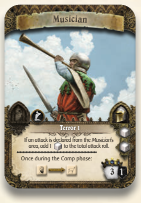

2 Devotees

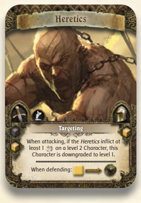

1 Flagellants

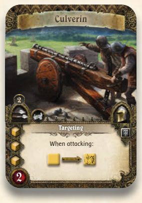

1 Penitents

Non-human units are named in blue.

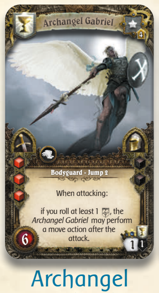

1 Standard Bearer

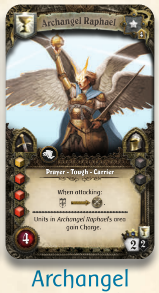

1 Musican

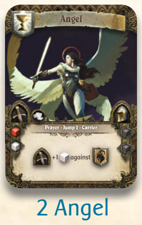

1 Heretics


1 Culverin

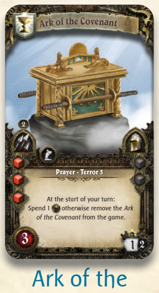
See Archangels Special Rule

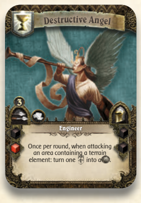

Archangel Gabriel

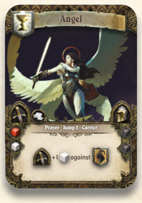

Archangel Raphael

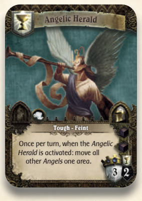

2 Angel

See The Ark of the Covenant Special Rule

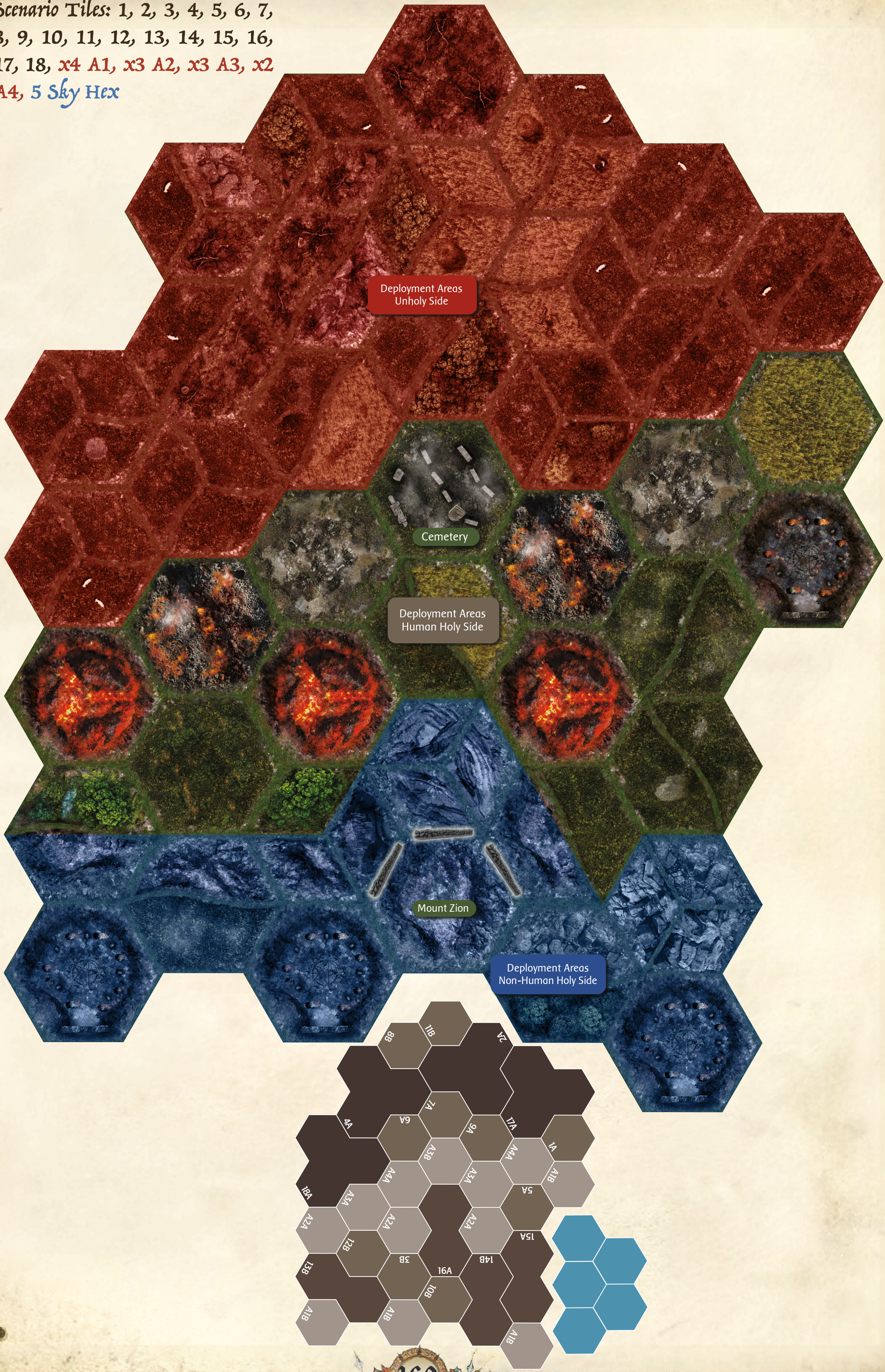

Ark of the Covenant


1 Destructive Angel


2 Angel


1 Angelic Herald

Scenario Tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, x4 A1, x3 A2, x3 A3, x2 A4, 5 Sky Hex


Deployment Areas Unholy Side
Cemetery
Deployment Areas Human Holy Side
Mount Zion
Deployment Areas Non-Human Holy Side
8B
11B
2A
4A
7A
6A
9A
17A
1A
A3B
A4A
A3A
A4A
A1B
5A
18A
A3A
A2A
A2A
A2A
15A
12B
3B
16A
14B
13B
10B
A1B
A1B
A1B

Victory Conditions

The Unholy army can earn Victory Points through these methods:

- ***Ark of the Covenant* destroyed or removed from play:** 111 Victory Points
- ***Triumph* destroyed:** 111 Victory Points
- ***The Holy Relic* destroyed:** 111 Victory Points
- ***Judgement* Disrupted (once per game):** 111 Victory Points
- ***The Lamb of God* destroyed:** 111 Victory Points
- ***Archangel Raphael* destroyed:** 111 Victory Points
- ***Archangel Gabriel* destroyed:** 111 Victory Points
- ***The Mountain of Zion (hex 10B)* occupied at least once by an Unholy unit at the end of a round:** 111 Victory Points

If the Unholy army gathers 666 Victory Points, they win the game. If the Unholy army doesn't win by the end of the 8th round, the Holy army wins the game.

Reward

- 1 ⊗ for each destroyed Infantry or Cavalry unit.
- 2 ⊗ for each destroyed Character.

Special Rules

SETUP AND DEPLOYMENT

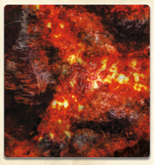
- The Holy player deploys all their Human units however they want in the Human Holy Deployment areas.
- The Unholy player then deploys all their units however they want in the Unholy Deployment areas.
- The Holy player finally deploys all their Non-Human units however they want in the Non-Human Holy Deployment areas.

NIGHT

The first 4 rounds of the game occur during the night. During nighttime, units from the Holy army cannot perform shooting attacks at a range of more than 1 area.

DAY

The last 4 rounds of the game occur during the day. During daytime, units from the Unholy army cannot perform shooting attacks at a range of more than 1 area.



LAVA

Only Flying and Gigantic units may move into a lava hex. All other units that are pushed into a lava hex suffer 1 ● without the possibility of defending themselves, and are placed into an adjacent area of their owner's choice other than the area they were initially in.

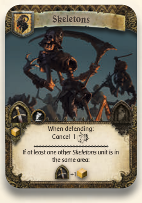
SCORCHED EARTH

When a Holy side unit is attacked while in a scorched earth area, all Blank results it suffers become Disrupted results.

MASS GRAVE

Any unit from the Unholy army can use the Smell Death action while in a mass grave area. This action lets them remove 1 ● from any Unholy unit in the area.

CEMETERY


Skeletons
When defending:
Cancel 1
If at least one other *Skeletons* unit is in the same area:
+1

When *The Beast* or *The Antichrist* is in an area adjacent to the Cemetery area, they can summon 1 *Skeletons* unit into the area as a bonus action. They cannot summon more than 4 units this way throughout the game.

FIGHT TO THE DEATH

There are no Rally points for either army during this scenario (only Characters with the Rally skill). A Disrupted unit is immediately destroyed. If the *Lamb of God*'s ability or the Cherished by God Intrigue is used, rally the designated destroyed unit.

IMMORTALS

During the Camp phase, place all units with the Immortal skill from the Unholy side in any available area from the Unholy Deployment area.

ARCHANGELS

The Archangels and their accompanying units come into play as soon as the Unholy army reaches 111 Victory Points. These units are deployed in a pentacle area of the Holy army's choosing.

THE ARK OF THE COVENANT

The Ark of the Covenant comes into play with its accompanying units as soon as the Unholy army reaches 222 Victory Points. These units are deployed in a pentacle area of the Holy army's choosing, except the one which was chosen to deploy the Archangels.

INTRIGUE CARDS

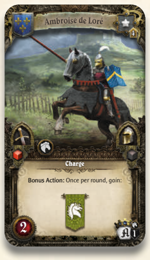
Intrigue cards can be activated using either ⊗ or ◉ in this scenario.

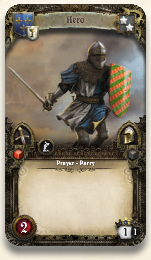
Darkness upon Jumièges Abbey

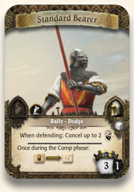
1

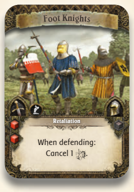
The Beast has commanded the Leviathan to bring darkness to the land and vanquish any remnant of hope. "The relics that spark the faith must be destroyed!"
The Jumièges Abbey enjoys the patronage of all the dukes of Normandy. It holds secrets and relics in its crypts which date from the days of the Merovingians and of Charlemagne's court. It is renowned for its charity and is considered to be a true beacon of light and a paradigm for all monasteries in the province.
The Leviathan emerged from the sea and following the Seine has marched towards the abbey, spreading death in its path. Ambroise de Loré, a close companion of Joan of Arc, is returning to his castle after defeat at the Battle of Agincourt. During his journey, he has a vision of green flames that consume Jumièges Abbey. Without hesitation, he rides with his army to the abbey. As the sun sets, the earth is trembling and the trees of the forest are crashing down. The Leviathan and its unholy forces are getting closer to the monastery. The legacy of Jumièges Abbey must be protected.

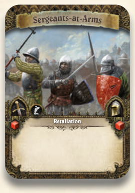
Holy Player

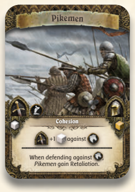

Ambroise de Loré
Charge
Ambroise de Loré

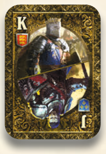

Hero
Prayer - Parry
Hero

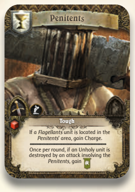

Standard Bearer
Rally - Dodge
1 Standard Bearer

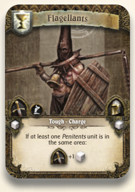

Foot Knights
Retaliation
2 Foot Knights

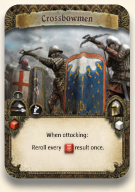

Sergeants-at-Arms
Retaliation
2 Sergeants-at-Arms


Pikemen
Cohesion
3 Pikemen

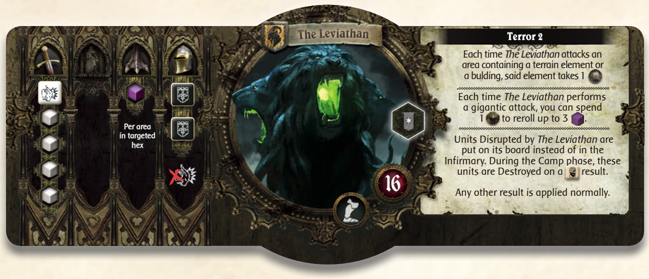



Penitents
Tough
1 Penitents


Flagellants
Tough - Charge
1 Flagellants


Crossbowmen
2 Crossbowmen

Unholy Player


The Leviathan
Per area in targeted hex
16

Terror 2

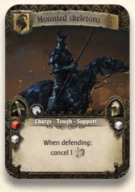
Each time *The Leviathan* attacks an area containing a terrain element or a bulding, said element takes 1 ●

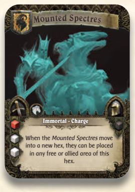
Each time *The Leviathan* performs a gigantic attack, you can spend 1 ● to reroll up to 3 ■.

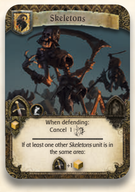
Units Disrupted by *The Leviathan* are put on its board instead of in the Infirmary. During the Camp phase, these units are Destroyed on a ▣ result.

Any other result is applied normally.

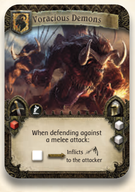
Leviathan

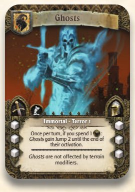

Mounted skeletons
Charge - Tough - Support
3 Mounted Skeletons

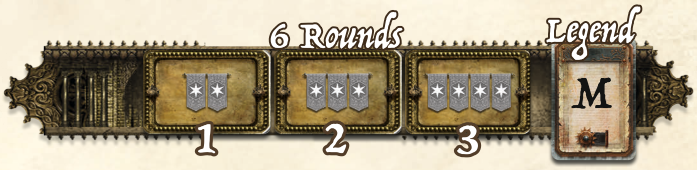

Mounted Spectres
Immortal - Charge
1 Mounted Spectres



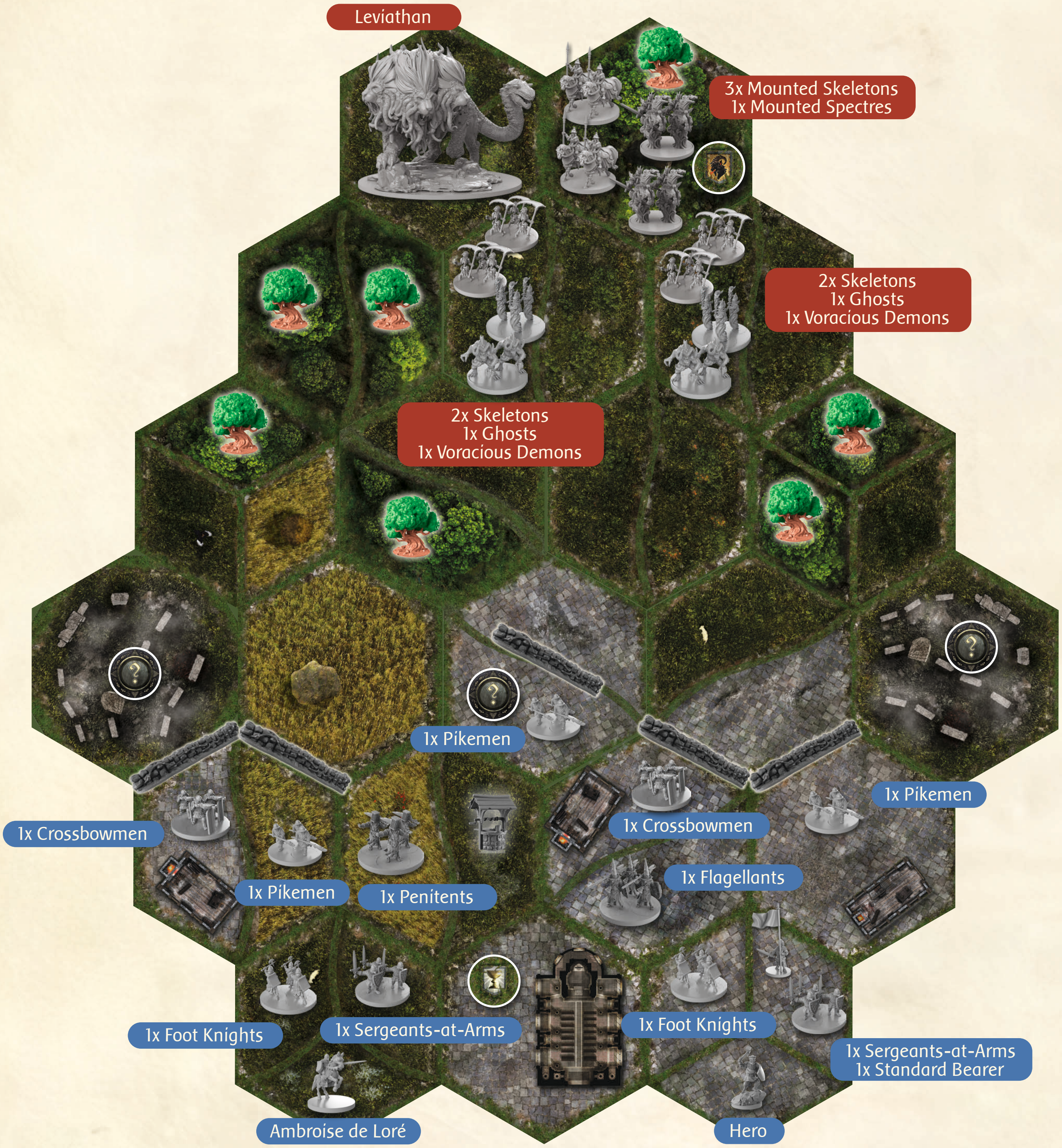
4 Skeletons

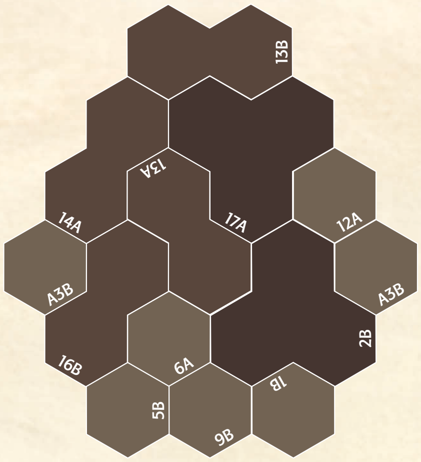

Voracious Demons
2 Voracious Demons


Ghosts
Immortal - Terror 1
2 Ghosts


6 Rounds
Legend
1
2
3
M

Scenario Tiles 1, 2, 5, 6, 9, 12, 13, 14, 15, 16, 17, A3, A3


Leviathan
3x Mounted Skeletons
1x Mounted Spectres
2x Skeletons
1x Ghosts
1x Voracious Demons
2x Skeletons
1x Ghosts
1x Voracious Demons
1x Pikemen
1x Pikemen
1x Crossbowmen
1x Crossbowmen
1x Flagellants
1x Pikemen
1x Penitents
1x Foot Knights
1x Sergeants-at-Arms
1x Foot Knights
1x Sergeants-at-Arms
1x Standard Bearer
Ambroise de Loré
Hero


13B
13A
14A
17A
12A
A3B
A3B
2B
16B
6A
1B
5B
9B

Victory Conditions

Before the beginning of the game, choose a difficulty level:

NORMAL
Major Victory: A major victory is achieved if the *Leviathan* is destroyed or if by the end of the final round the Church has not been destroyed and the player has reclaimed 2 Relics.

Minor Victory: A minor victory is achieved if by the end of the final round the Church has not been destroyed and the player has reclaimed 1 Relic.

Defeat: If the Church has been destroyed or if all 3 Relics are destroyed, or if there is any other result by the end of the final round, the player is defeated.

HARD
Major Victory: A major victory is achieved if the *Leviathan* is destroyed or if by the end of the final round the Church has not been destroyed and the player has reclaimed 3 Relics.

Minor Victory: A minor victory is achieved if by the end of the final round the Church has not been destroyed and the player has reclaimed 2 Relics.

Defeat: If the Church has been destroyed or if 2 of the 3 Relics are destroyed, or if there is any other result by the end of the final round, the player is defeated.

Rounds

In this scenario, a round consists of the 5 following phases:

1. Council Phase
2. Player's Turn
3. Leviathan's Turn
4. Unholy Units Turn
5. Camp Phase

Setup

Before the beginning of the game, randomly place the tokens numbered 1 through 3 face down in the areas designated on the map. These tokens represent sites of interest that the player needs to explore (see Special Rule: Hidden Relics).

Roll the Doom Dice:

- On : Place the *Priest* to the North-Easternmost area with a face down number token
- On : Place the *Priest* to the North-Westernmost area with a face down number token
- On any other result: Place the *Priest* to the central area with a face down number token

Special Rules

WORTHY CHAMPION
For every 3 you inflict on the *Leviathan* or for every 2 Unholy units that you destroy, gain 1 .

INTERRUPT ORDER
Interrupt Orders can be played after the Leviathan's turn and before the Unholy units turn.

HIDDEN RELICS
The abbot has informed you about the treasures of the abbey. Since the days of Dagobert I, the abbey has held relics of great power that are to be used during the Apocalypse against the forces of the Antichrist. Many kings, dukes, and abbots have hidden holy relics of great power inside the monastery over the past six centuries, only to be used in time of need. You need to visit the abbot.

Whenever you activate a location with both a face down numbered token and the *Priest*, if *Ambroise de Loré* or the *Hero* are on that location, reveal as a bonus action the numbered token and read the designated entry. Then roll a black dice and if the result is shield move the *Priest* to the North-Easternmost area with a face down number token. On any other result, move *Priest* to the North-Westernmost area with a face down number token. Characters may not be equipped with more than on Relic card. If all numbered tokens are revealed, remove the *Priest* who fades out in front of the Character like a vision of a saint.

If the Character that is carrying the Relic dies, the Relic is destroyed. If you cannot pay the cost to get the Relic, leave the numbered token revealed on the hex. You may send a Character to retrieve it later. In order to do so, you will need to activate a Character in that area and it can equip the Relic as a bonus action. The *Priest* can never be part of the Holy Player's army and cannot be discussed with. If an Unholy unit moves into the area of the *Priest*, remove the *Priest* from the game.

① Dagobert I, the last Merovingian King, buried an ancient relic that was brought to him as a gift from Rome. You may spend 1 to gain the Myth Relic and heal 1 from that character. This Relic can be equipped along with any other Relic. Remove the numbered token from the area.

② Charlemagne bestowed the Holy Cross to the abbot of the abbey and made him swear that neither he nor any other abbot would reveal its location. Only if the Apocalypse is upon humanity will the abbots of Jumièges be relieved of their oath. You may spend 3 to gain the Myth Holy Cross. You may then remove the numbered token.

3 William Longespee, Duke of Normandy, rebuilt the monastery in 942 and gave an oath that all Dukes of Normandy would protect this place against any kind of evil. In order to seal his oath, he brought to the abbey a relic that was bestowed on his family centuries ago. You may spend 2 ● to gain the Myth Saint Martha's Belt and heal 1 ✚ from that character. You may then remove the numbered token.

LEVIATHAN'S BEHAVIOUR

The *Leviathan* acts in this scenario following set priorities. During *Leviathan*'s turn, *Leviathan* will first try to perform its primary action. If the primary action cannot be performed and *Leviathan* has 8 or more health remaining, it will instead perform its secondary action. If the primary action cannot be performed and *Leviathan* has less than 8 health remaining, it will instead perform its tertiary action.

If the round card is 4, the *Leviathan* will Roar (see Special Rule: Roar) once the player has completed their second order.

Whenever you move *Leviathan* towards the Church, if there are enemy units on the hex it moves into, they are pushed back. The first unit to be pushed back is placed in the North-Easternmost adjacent area. The next unit is then placed in the next area moving clockwise, and so on. If there are Unholy units on the hex, the *Leviathan* will follow the next shortest path to the Church.

LEVIATHAN'S PRIMARY ACTION

The *Leviathan* is adjacent to the Church. The *Leviathan* performs a Gigantic attack to that area. Then it performs an additional melee attack, if possible, to an adjacent area with enemy units and tries to sense the presence of Relics (see Lava Eruption).

LEVIATHAN'S SECONDARY ACTION

The *Leviathan* is adjacent to a hex containing enemy units. The *Leviathan* will perform a Gigantic attack. If there are 2 or more hexes with enemy units adjacent to the *Leviathan*, it will perform a Gigantic attack on the hex with the most units. In the case that multiple hexes fit the *Leviathan's* selection criteria, the *Leviathan* will target the hex that contains the highest priority target (see *Leviathan*'s priority targets). Then move the *Leviathan* 1 hex towards the Church following the shortest path (of the player's choosing).

If there is no unit on an adjacent hex, move the *Leviathan* 1 hex towards the Church following the shortest path. In the case that multiple hexes can fit the *Leviathan's* selection criteria, the *Leviathan* moves to the hex that is adjacent to an area with enemy units and performs a melee attack. In the case that multiple areas fit the Leviathan's selection criteria, the *Leviathan* will target the area that contains the highest priority target (see *Leviathan*'s priority targets). If there are no enemy units, *Leviathan* Roars (see Special Rule: Roar).

LEVIATHAN'S TERTIARY ACTION

The *Leviathan* is adjacent to an enemy unit. The *Leviathan* will perform 2 melee attacks targeting different areas containing enemy units (see *Leviathan's* priority targets), then tries to sense the presence of Relics (see Lava Eruption).

If there is no enemy unit adjacent to *Leviathan*, move one hex closer to the Church following the shortest path and perform 2 melee attacks to the area with the highest priority target (see *Leviathan*'s priority targets). The attacks cannot both target the same area. Then, the *Leviathan* tries to sense the presence of Relics (see Lava Eruption).

If there is no eligible target, move the *Leviathan* 2 hexes closer to the Church following the shortest path (of the player's choosing). Then, the *Leviathan* tries to sense the presence of Relics (see Lava Eruption).

ROAR

Leviathan Roars and the earth is trembling. All enemy units on adjacent areas to the *Leviathan* are pushed back following the Leviathan's priority order. The first unit to be pushed back is placed in the North-Easternmost adjacent area. The next unit is then placed in the next area moving clockwise, and so on.
Then, Unholy units take an action according to their behaviour. If there are Unholy units in the infirmary, place those on the Unholy Rally point area or Lava hex (see Special Rules: Undying units).

LAVA ERUPTION

If *Leviathan* has less than 8 ✚ on its profile card or if 2 Relics have been revealed or if the *Priest* has been removed, the *Leviathan* will command Hell's Fire in order to destroy the Relics. Roll the Doom dice:

- On a Rally: The *Leviathan* gets 1 ✚
- On any other result, roll a black dice: On a shield remove everything from the North-Easternmost area with a number token and place a Lava hex. On any other result, remove everything from the North-Westernmost area with a number token and place a Lava hex. The Relic is destroyed. Units that were on the affected hex suffer 1 ✚. If the *Priest* was on the hex, he is removed from the game. If a unit survived, place it on the North-Easternmost area adjacent to the Lava hex. If there is no numbered token on any area, place 1 ✚ on a *Hero* equipped with a Relic. In the case that both Heroes have a Relic, target the *Hero* by following the highest priority target (see *Leviathan's* priority targets).

UNHOLY UNITS' BEHAVIOUR

Unholy units act in this scenario following set priorities. During the Unholy Units turn, the Unholy unit will first try to perform its primary action. If the primary action cannot be performed, the Unholy unit will perform its secondary action. Whenever Unholy units need to move, they follow the shortest path towards the closest enemy units and in the following order: *Mounted Skeletons, Mounted Spectres, Voracious Demons, Ghosts, Skeletons.* If the area that should be moved into has no more space, move the unit to the closest adjacent area to the highest priority target (see Unholy Units' priority targets).

In case of a tie, they move towards the highest priority target (see Unholy Units' priority targets).

Whenever Unholy units get a ●, allocate them in the following order: *Skeletons, Ghosts, Voracious Demons, Mounted Skeletons, Mounted Spectres.*

UNHOLY UNITS' PRIMARY ACTION

Unholy unit is adjacent to an area containing an enemy unit. The Unholy unit performs a melee attack against the enemy unit. In the case that multiple areas fit the Unholy unit's selection criteria, the Unholy unit will always target the area that contains the highest priority target (see Unholy Units' priority targets).

UNHOLY UNITS' SECONDARY ACTION

The adjacent area doesn't contain an enemy unit. An Unholy infantry unit moves 1 space towards the closest enemy unit, an Unholy cavalry unit moves 2 spaces towards the closest enemy unit.

UNDYING UNITS

Unholy units can never be destroyed as long as the *Leviathan* is alive. During the Camp Phase, they are placed back into the Unholy Rally area up to the capacity of the hex (the remainder will wait until the next round). If there is a Lava hex, place them into the Lava hex that is closest to any enemy units. If there are more Unholy units than can fit the capacity of the Lava hex, place them into the next closest Lava hex or into the Unholy Rally point. In the case of a tie, place them into the Lava hex that is closest to the highest priority target (see Unholy Units' priority targets).

SOUL EATER

- Whenever a Holy unit is killed, the *Leviathan* heals 1 ●.
- Whenever a Relic is destroyed, the *Leviathan* heals 2 ●.

GIGANTIC ATTACK

When performing a Gigantic attack, the *Leviathan* will always allocate results in the following order and will target areas in the order of the *Leviathan's* priority target: Kill, Trample, Disrupted. Whenever you roll Push, reroll the Gigantic attack. Units are pushed back following the *Leviathan's* priority order. The first unit to be pushed back is placed in the North-Easternmost adjacent area. The next unit is then placed in the next area moving clockwise, and so on.

DESPERATE MEASURES

Upkeep doesn't need to be paid to keep Characters at their level in this scenario.

LEVIATHAN'S PRIORITY TARGETS

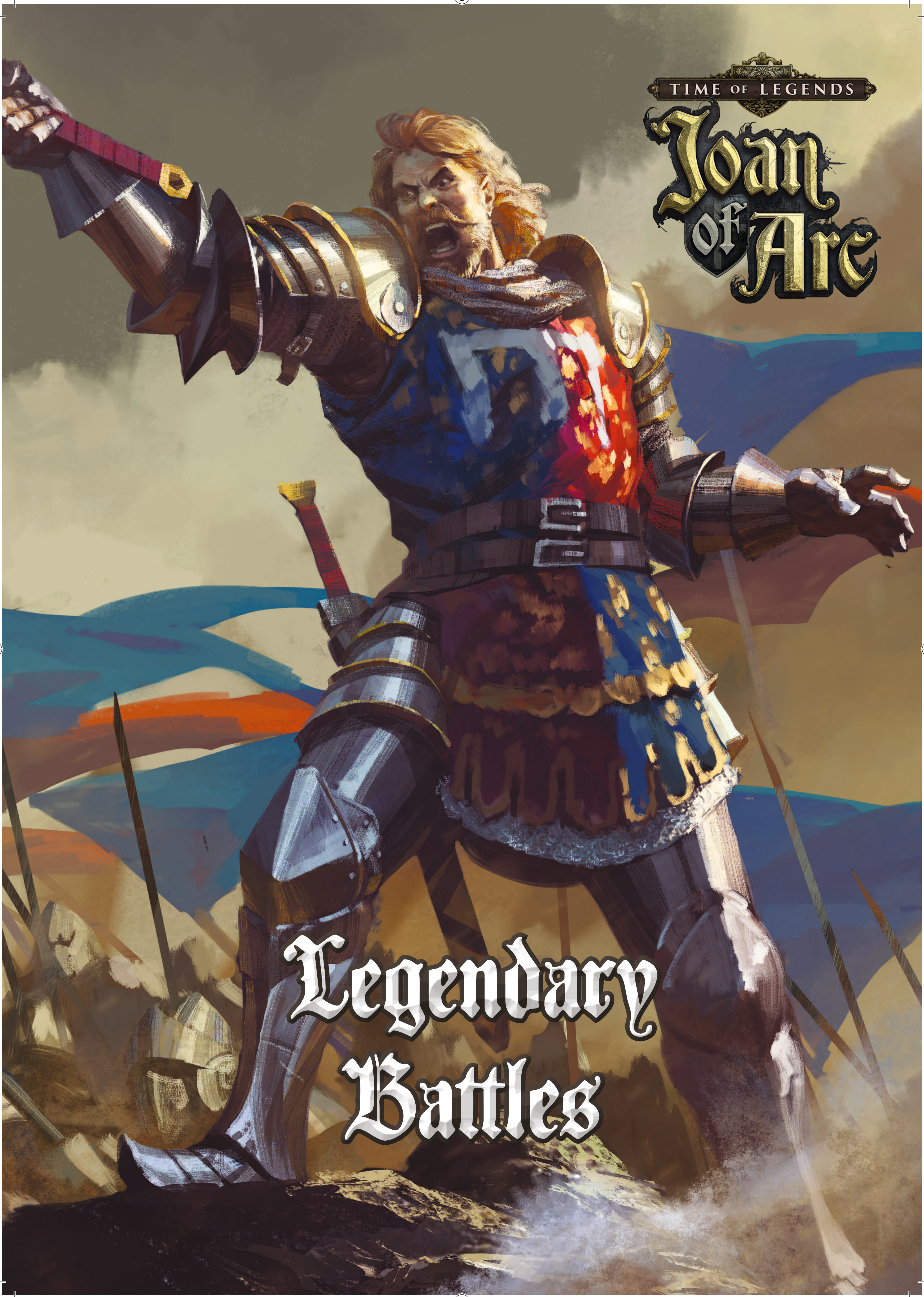
In this scenario, the *Leviathan* will always prioritise its attacks using the following chart:

- Any Character equipped with a Relic
- Any Holy unit in the Church
- *Ambroise de Loré*
- *Hero*
- *Foot Knights*
- *Sergeants-at-Arms*
- *Pikemen*
- *Penitents*
- *Flagellants*
- *Standard Bearer*
- *Crossbowmen*

UNHOLY UNITS' PRIORITY TARGETS

In this scenario, Unholy units will always prioritise their attack targets using the following chart:

- *Ambroise de Loré*
- *Hero*
- *Penitents*
- *Flagellants*
- *Foot Knights*
- *Sergeants-at-Arms*
- *Pikemen*
- *Standard Bearer*
- *Crossbowmen*


TIME OF LEGENDS
Joan of Arc™

Legendary Battles

Miniatures Overview

16 Mounted Sergeants-at-Arms

12 Crossbowmen

18 Bowmen

30 Pikemen

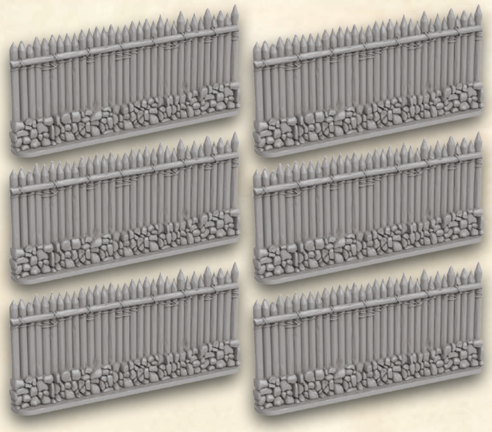
12 Sergeants-at-Arms

12 Peasants

8 Mounted Knights

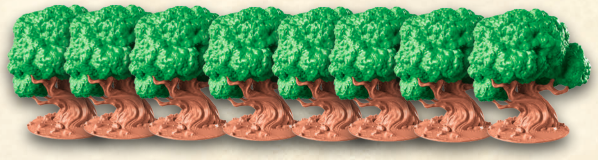
18 Knights with Axe

12 Halberdiers



6 Palisades

7 Stakes



8 Trees

Additional Rules

These rules are optional and can be applied to any historical scenario or free battle at your leisure.

Forced March

When one of your infantry units, without the Haste or Jump skill, performs a movement action, you can declare it as attempting a forced march before moving.

If you decide to do so, roll a 🟨 for each activated unit group:

Pushed: The units move one area.

Disrupted: The units cannot move.

Any other result: The units can move up to 2 areas instead.

Concentrated Fire

If at least one unit declares a shooting attack against an area which contains 6 or more units , add 1 🟥 to the attack roll.

Cavalry Breakthrough

When a Cavalry unit has just performed a Charge action, if at least half of the attacked units (rounded down) are either Pushed, destroyed or Disrupted, it can move into any free or allied area that is adjacent to the attacked area.

Ransom

When resolving a melee attack, if a Character suffers its final Wound, the attacking player may choose to capture the Character instead of removing it from play.

Place the captured Character on the attacker's player board.

At the end of the next Camp phase, after the casualties check, a player can attempt to free its captured Characters.

For each captured Character, their owner may give 3 ⊗ to the ransoming player. Place the captured Character in the Delayed rally area of the infirmary.

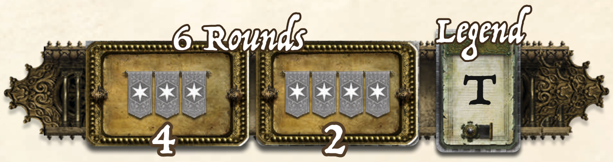
Some scenarios can reward Characters being captured.

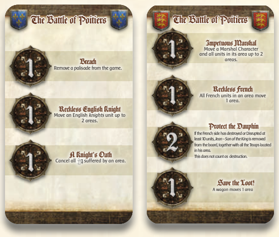
The Battle of Poitiers

- September 19th 1356 -

This time, the Black Prince, son of Edward III, finds himself pushed back by a gigantic French army after riding through Aquitaine. The Pope's prelates try to negotiate a peace treaty between both forces, but the French King, confident in his victory, refuses any compromises.

The Black Prince uses this time to his advantage, hiding troops and reinforcing their positions with stakes. Just like in Crécy, though with more men, the French prepare their relentless assault through a narrow path towards well defended forces…
The French Marshalls cannot agree how to start their attack, and end up charging without their King's approval. Their frontline has been destroyed by the Welsh Bowmen, but the rest of the troops are still charging, getting slaughtered one after the other.
The French army panics and starts to lose all cohesion. The French King, in his last stand, holds on as best he can.
That's when the Captal de Buch flanks the French army with his Gascon army, heading straight for Jean II the Good.


6 Rounds
Legend
4
2
T



The Battle of Poitiers

1 **Breach**
Remove a palisade from the game.

1 **Reckless English Knight**
Move an English *knights* unit up to 2 areas.

1 **A Knight's Oath**
Cancel all suffered by an area.

The Battle of Poitiers

1 **Impetuous Marshal**
Move a Marshal Character and all units in its area up to 2 areas.

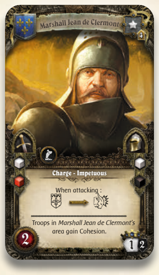
1 **Reckless French**
All French units in an area move 1 area.

2 **Protect the Dauphin**
If the French side has destroyed or Disrupted at least 10 units, *Jean - Son of the King* is removed from the board, together with all the Troops located in his area.
This does not count as destruction.

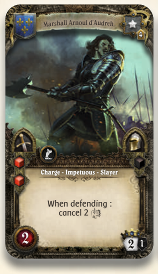
1 **Save the Loot!**
A wagon moves 1 area

Intrigues

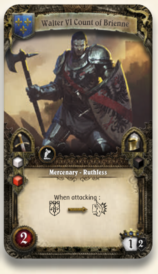
Marshals' Army


Marshall Jean de Clermont
4
Charge - Impetuous
When attacking :
Troops in Marshall Jean de Clermont's area gain Cohesion.
2
1 2

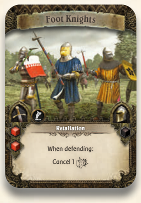
Marshall Jean de Clermont


Marshall Arnoul d'Audreh
4
Charge - Impetuous - Slayer
When defending : cancel 2
2
2 1

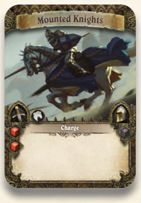
Marshall Arnoul d'Audrehem


Walter VI Count of Brienne
Mercenary - Ruthless
When attacking :
2
1 2

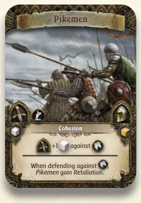
Walter VI Count of Brienne


Foot Knights
Retaliation
When defending:
Cancel 1

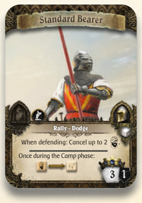
6 Foot Knights


Mounted Knights
Charge

3 Mounted Knights

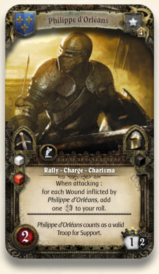

Pikemen
Cohesion
+1 against
When defending against , Pikemen gain Retaliation.

4 Pikemen

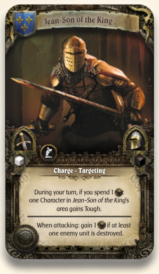

Standard Bearer
Rally - Dodge
When defending: Cancel up to 2
Once during the Camp phase:
3 1

1 Standard Bearer (King's Banner)

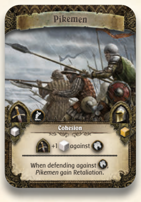
Duke of Orleans' Army


Philippe d'Orléans
4
Rally - Charge - Charisma
When attacking : for each Wound inflicted by Philippe d'Orléans, add one to your roll.
Philippe d'Orléans counts as a valid Troop for Support.
2
1 2

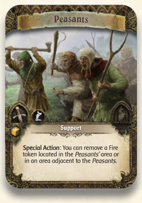
Philippe d'Orléans


Jean-Son of the King
Charge - Targeting
During your turn, if you spend 1 one Character in Jean-Son of the King's area gains Tough.
When attacking: gain 1 if at least one enemy unit is destroyed.

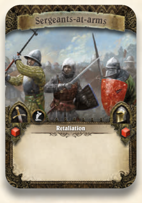
Jean - Son of the King


Pikemen
Cohesion
+1 against
When defending against , Pikemen gain Retaliation.

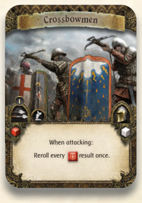
6 Pikemen


Peasants
Support
Special Action: You can remove a Fire token located in the Peasants' area or in an area adjacent to the Peasants.

8 Peasants

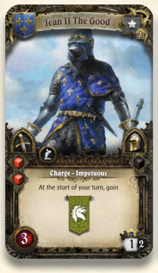

Sergeants-at-arms
Retaliation

4 Sergeants-at-Arms

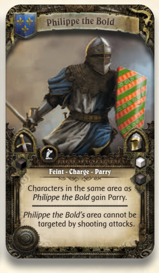

Crossbowmen
1
When attacking:
Reroll every result once.

9 Crossbowmen

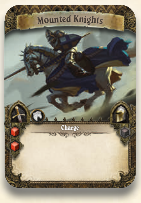
French King's Army


Jean II The Good
3
Charge - Impetuous
At the start of your turn, gain
3
1 2

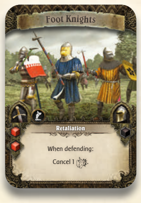
Jean II the Good


Philippe the Bold
Feint - Charge - Parry
Characters in the same area as Philippe the Bold gain Parry.
Philippe the Bold's area cannot be targeted by shooting attacks.

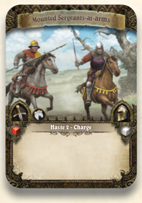
Philippe the Bold


Mounted Knights
Charge

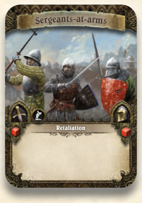
3 Mounted Knights


Foot Knights
Retaliation
When defending:
Cancel 1

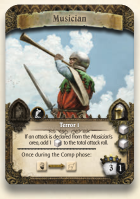
4 Foot Knights


Mounted Sergeants-at-arms
Haste 2 - Charge

4 Mounted Sergeants-at-Arms

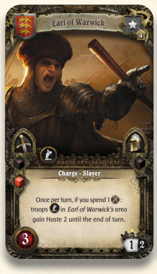

Sergeants-at-arms
Retaliation

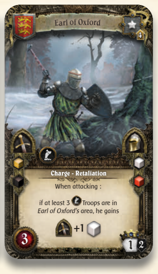
4 Sergeants-at-Arms

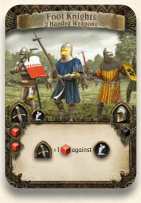

Musician
Terror 1
If an attack is declared from the Musician's area, add 1 to the total attack roll.
Once during the Camp phase:
3 1

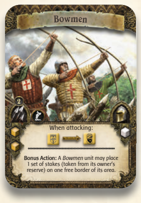
1 Musician

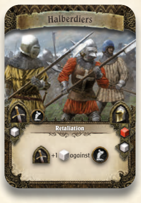
Warwick's Army

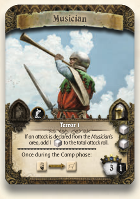

Earl of Warwick

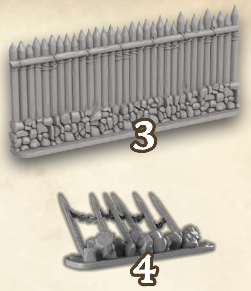

Earl of Oxford


2 Foot Knights (Two-Handed Weapons)

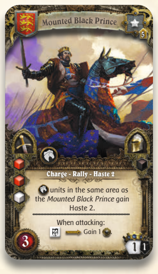

10 Bowmen (4 Stakes)

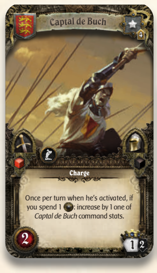

5 Halberdiers

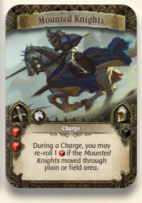

1 Musician

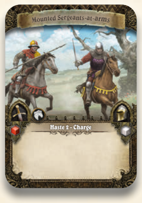


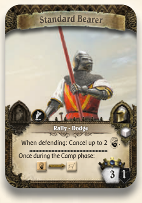
Black Prince's Army

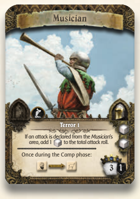

Mounted Black Prince


Captal de Buch

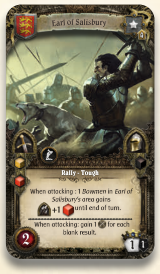

6 Mounted Knights

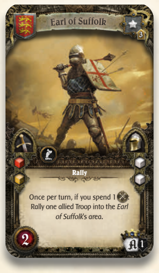

4 Mounted Sergeants-at-Arms

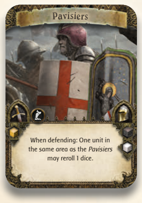

1 Standard Bearer

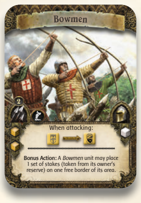

1 Musician

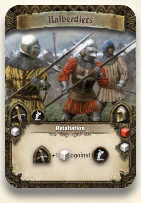
Salisbury's Army

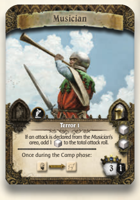

Earl of Salisbury

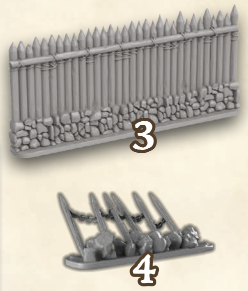

Earl of Suffolk


2 Pavisiers

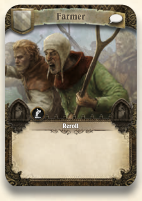

10 Bowmen (4 Stakes)

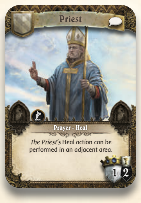

5 Halberdiers

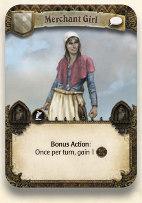

1 Musician



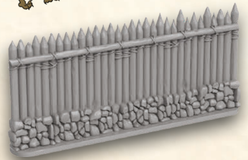
Civilians


Farmer


Priest


Merchant Girl

Palisades



Palisades are a terrain element that doesn't occupy any space in an area. They are setup by their owner, like stakes, before the battle begins, on an area's border.

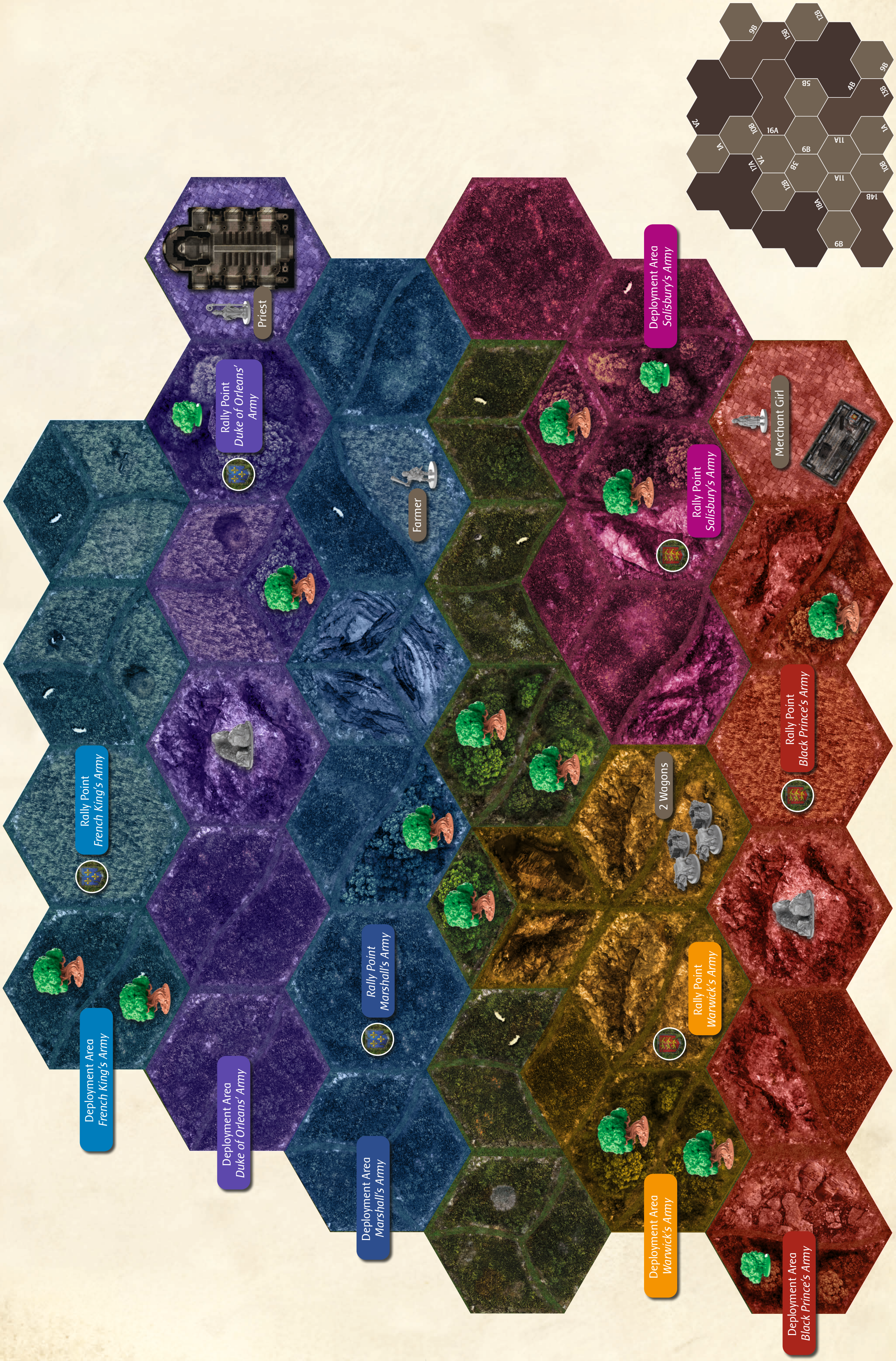
When defending against an indirect shooting attack declared from an area located behind a palisade, all units gain 1 white dice.

A palisade blocks all direct shots and melee attacks targetting an area through itself. Units cannot move through a border containing a palisade.

A player can declare a melee attack against a palisade in order to automatically remove it from play. If they decide to do so, all units located in the area declaring the attack must use their action towards this goal, and cannot perform any other action.

You cannot follow up after combat upon destroying a palisade.

Scenario Tiles: x2 1, 2, x2 3, 4, 5, x2 6, 7, x2 9, x2 10, x2 11, x2 12, 13, 14, 15, 16, 17, 18


9B
12B
15B
9B
5B
4B
13B
2A
10B
16A
1A
1A
11A
6B
7A
17A
3B
10B
11A
12B
14B
18A
6B
Priest
Rally Point
Duke of Orleans' Army
Deployment Area
Salisbury's Army
Farmer
Merchant Girl
Rally Point
Salisbury's Army
Rally Point
French King's Army
Rally Point
Black Prince's Army
2 Wagons
Rally Point
Marshall's Army
Rally Point
Warwick's Army
Deployment Area
French King's Army
Deployment Area
Duke of Orleans' Army
Deployment Area
Marshall's Army
Deployment Area
Warwick's Army
Deployment Area
Black Prince's Army

Victory Conditions

The French side wins the game if *The Black Prince* is destroyed or Disrupted at the end of a round OR if the English wagons are destroyed.

If the French side has lost (destroyed or Disrupted) 33 units or more at the end of a round, they immediately lose the game.

If the English side has lost (destroyed or Disrupted) 24 units or more at the end of a round, they immediately lose the game. If both sides meet this requirement on the same round, the side that lost the fewest units wins the game.

The English side wins the game if *Jean II the Good* is destroyed, Disrupted or captured at the end of a round.

Any other outcome by the end of the 6th round results in the English side's victory.

Reward

- 1 ⊗ for each destroyed Infantry or Cavalry unit.
- 2 ⊗ for each destroyed Wagon or Character.

Special Rules

6 ARMIES, 2 SIDES

The French and English sides are split into 6 armies in this scenario. **The French King's** army, **the Marshals'** army and **Philippe d'Orleans'** army make up the French side. **The Black Prince's** army, **Warwick's** army and **Salisbury's** army make up the English side.

A player controlling multiple armies uses one Player Board per army.

2 players:
- 1 player controls all 3 of the French armies
- 1 player controls all 3 of the English armies

3 players:
- 1 player controls both the *Marshal's* and *Philippe d'Orleans'* armies
- 1 player controls *Jean II the Good's* army
- 1 player controls all 3 of the English armies

4 players:
- 1 player controls both the *Marshal's* and *Philippe d'Orleans'* armies
- 1 player controls *Jean II the Good's* army
- 1 player controls *The Black Prince*'s army
- 1 player controls both *Warwick's* and *Salisbury's* army

5 players:
- 1 player controls *Jean II the Good's* army
- 1 player controls the *Marshals'* army
- 1 player controls *Philippe d'Orleans'* army
- 1 player controls *The Black Prince*'s army
- 1 player controls both *Warwick's* and *Salisbury's* army

6 players:
- Each player controls a single army.

Each player deploys their army in the following order:

1. *Earl of Warwick's* army
2. *Black Prince's* army
3. *Marshal's* army
4. *Philippe d'Orleans'* army
5. *French King's* army
6. *Earl of Salisbury's* army

TURN ORDER

1. *Marshal's* army
2. *Earl of Warwick's* army
3. *Philippe d'Orleans'* army
4. *Earl of Salisbury's* army
5. *French King's* army
6. *Black Prince's* army

COHESIVENESS THROUGH HARDSHIPS

Units cannot be in the same area as units belonging to another army, even their allies.

Armies of the same side cannot share Legend cards and tokens (except Intrigue tokens that are shared and can be used by all players of the same side).

RANSOM

Use Ransom optional rule in this scenario.

OBTUSE KING

Jean II the Good refuses to flee the battlefield, like his father did back in Crécy. At the beginning of his turn, *Jean II the Good* immediately moves one area towards *The Black Prince*, accompanied by his son *Philippe the Bold*.

If French troops prevent the French King from moving towards his target, he and his son (and the units that would move with them) swap places with them. *Jean II the Good* cannot be separated from *Philippe the Bold*. If *Jean II the Good* or *Philippe the Bold* are forced to move in different directions, they are immediately captured.

FATHER, TO YOUR LEFT!

As long as *Philippe the Bold* is in *Jean II the Good*'s area, the latter gains 1 additional Shield result while defending.

WAGON

The wagons cannot move in this scenario. A wagon is destroyed if it suffers any Push, Disrupt or Kill result.

STAKES

In this scenario, *Bowmen* don't receive any additional stakes. Stakes are destroyed if a French unit crosses them.

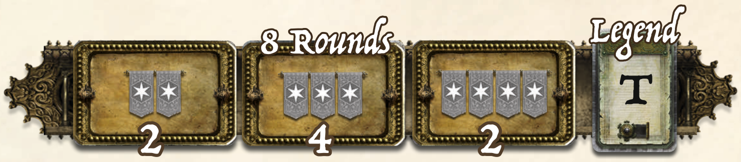
2 - 4

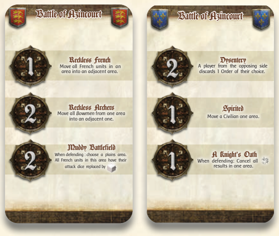
The Battle of Agincourt

- October 25th 1415 -

Henry V is a feisty King. To show off his military power, he decides to march towards Paris. He arrives in Harfleur, which falls under his siege. As the war season is ending, he decides to turn back and board his ships in Calais. To lessen the cost of his march, he plunders and destroys everything in his path, even though his army suffers from dysentery.

The French King is having fits of madness, leading his brother, the Constable Charles d'Albret, to take matters into his own hands. He gathers his army and starts tracking down the English forces. Cornered near Agincourt, the English men hide in the woods. The French troops, much too enthusiastic, rush head first into the muddy woods, lined with stakes defended by the English. Just like at Poitiers, it's a disaster. Nevertheless, the French troops charge again and again, finding themselves either dead or taken prisoner. All of a sudden, the bold lord of Agincourt makes an incursion into the English camp and threatens their loot, while a new wave of French knights attacks. Outnumbered by the French and with his forces stretched thin, King Henry is faced with executing the captured lords or risk their escape...





Battle of Azincourt

1 **Reckless French** Move all French units in an area into an adjacent area.

2 **Reckless Archers** Move all *Bowmen* from one area into an adjacent one.

2 **Muddy Battlefield** When defending: choose a plains area. All French units in this area have their attack dice replaced by ▢

Battle of Azincourt

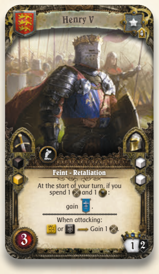
2 **Dysentery** A player from the opposing side discards 1 Order of their choice.

1 **Spirited** Move a Civilian one area.

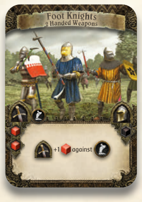
1 **A Knight's Oath** When defending: Cancel all ✱ results in one area.

Intrigues

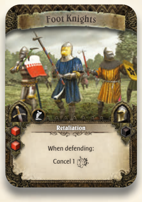
Henry V's Army



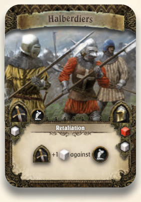
Henry V



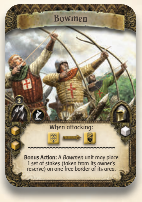
2 Foot Knights (Two-Handed weapons)



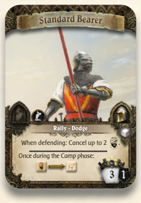
1 Foot Knights



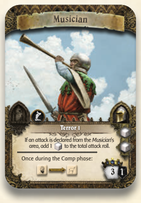
2 Halberdiers



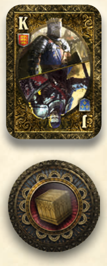
8 Bowmen



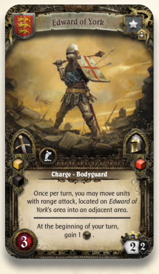
1 Standard Bearer



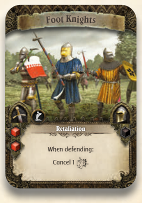
1 Musician



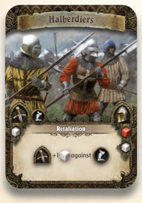
Edward of York's Army



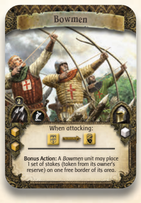
Edward of York



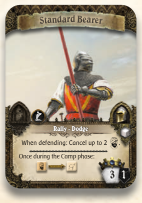
3 Foot Knights



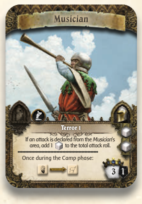
2 Halberdiers



8 Bowmen

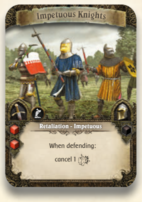


1 Standard Bearer



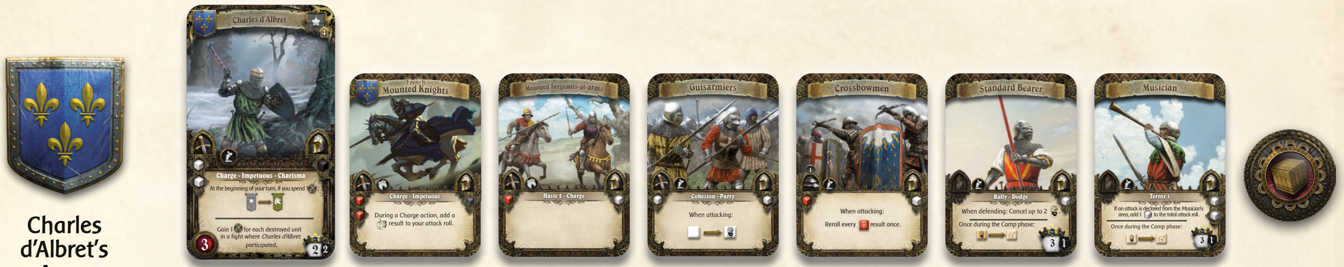
1 Musician

French Prisoners in the Prisoner Areas (1 per area):



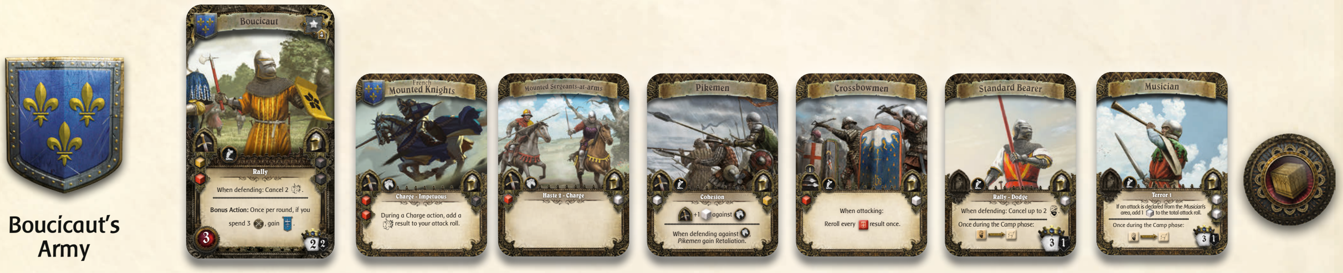
2 Impetuous Knights

Charles d'Albret's Army



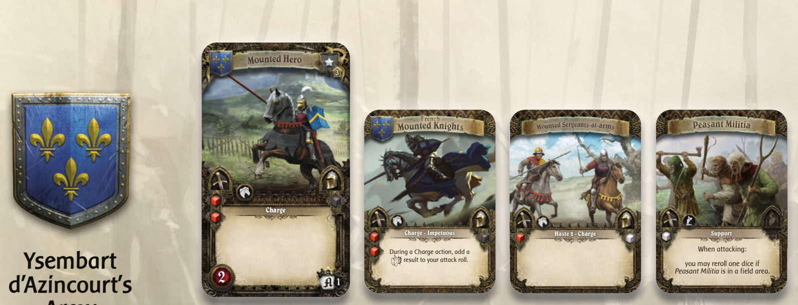
- Charles d'Albret
- 6 French Mounted Knights
- 2 Mounted Sergeants-at-Arms
- 4 Guisarmers
- 2 Crossbowmen
- 1 Standard Bearer
- 1 Musician

Boucicaut's Army



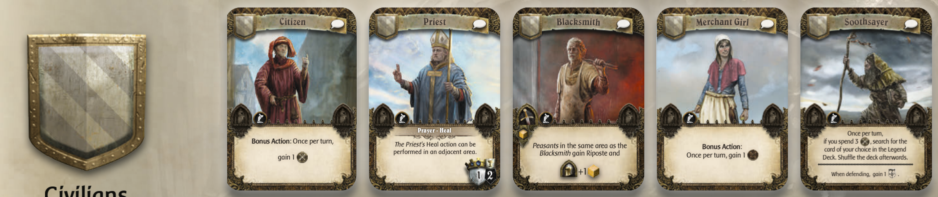
- Boucicaut
- 5 French Mounted Knights
- 5 Mounted Sergeants-at-Arms
- 4 Pikemen
- 4 Crossbowmen
- 1 Standard Bearer
- 1 Musician

Ysembart d'Azincourt's Army



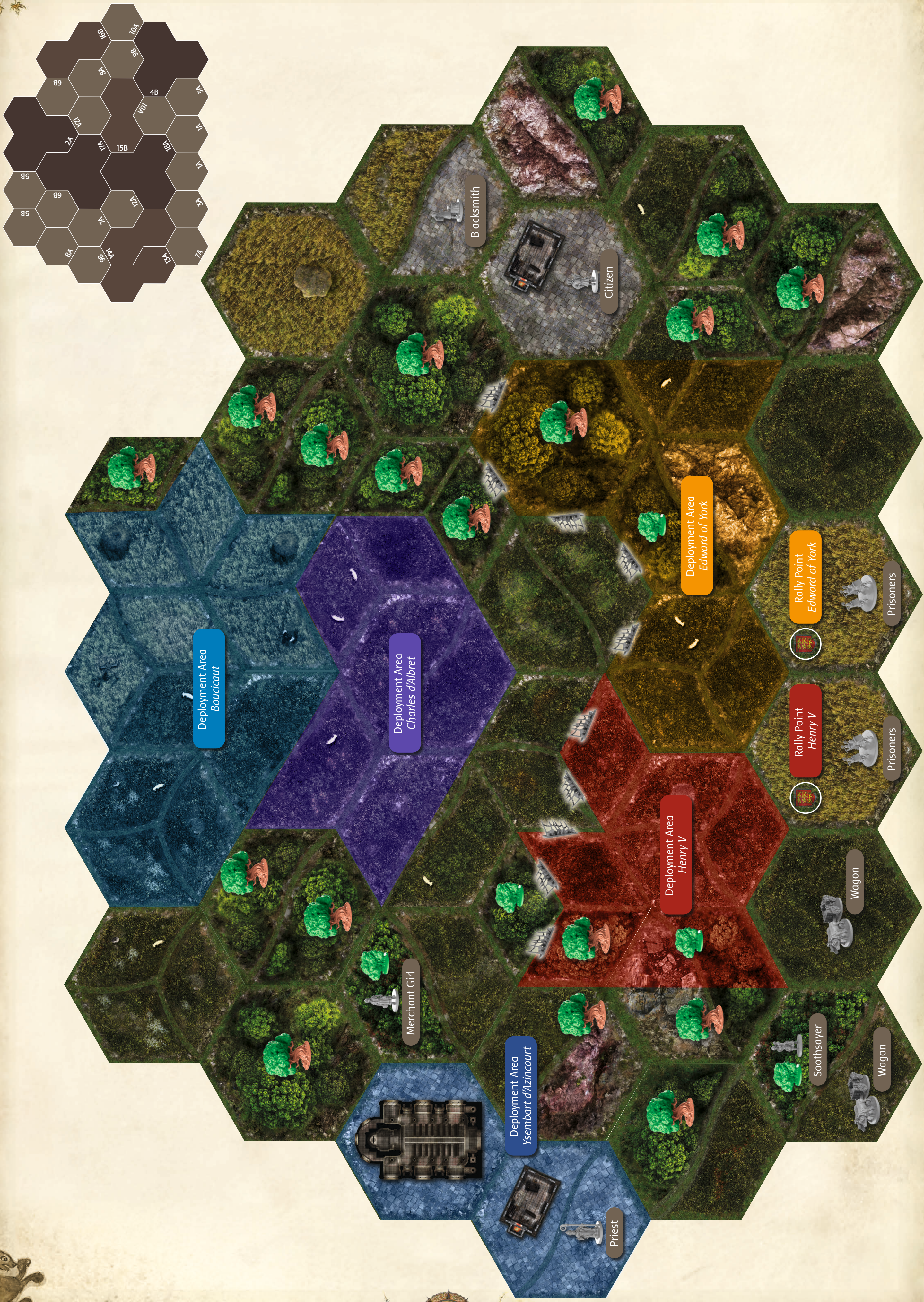
- Mounted Hero (Ysembart d'Azincourt)
- 1 French Mounted Knights
- 1 Mounted Sergeants-at-Arms
- 4 Peasant Militia

Civilians



- Citizen
- Priest
- Blacksmith
- Merchant Girl
- Soothsayer

Scenario Tiles: x2 1, 2, x2 3, 4, x2 5, x2 6, x2 7, x2 8, x2 9, x2 10, x2 12, 13, 14, 15, 16, 17, 18


10A
16B
9B
8A
6B
4B
3A
10A
12A
1A
2A
17A
15B
18A
1A
5B
6B
12A
3A
5B
7A
8A
9B
14A
13A
7A

Blacksmith
Citizen
Deployment Area
Edward of York
Rally Point
Edward of York
Prisoners
Rally Point
Henry V
Prisoners
Deployment Area
Henry V
Wagon
Deployment Area
Charles d'Albret
Deployment Area
Boucicaut
Merchant Girl
Deployment Area
Ysembart d'Azincourt
Soothsayer
Wagon
Priest

Victory Conditions

The French side wins the game as soon as *Henry V* is destroyed or if he's Disrupted at the end of the 8th round, or if 15 English units are destroyed or Disrupted at the end of the 8th round.

The English side wins the game if *Henry V* is alive at the end of the 8th round while having at least 10 Victory Points. Victory Points can be earned in the following ways:

- **French Character destroyed at the end of the 8th round**: 1 Victory Point
- **French *Knight* destroyed at the end of the 8th round:** 1 Victory Point
- **French *Knight* or Character made Prisoners (see No Mercy Special Rule) at the end of the 8th round:** 2 Victory Points
- **Wagon destroyed:** 2 Victory Points

Any other outcome by the end of the 8th round results in a draw.

Reward

- 1 ⊗ for each destroyed Infantry or Cavalry unit.
- 2 ⊗ for each destroyed Character or Wagon.

Special Rules

5 ARMIES, 2 SIDES

The French and English sides are split into 5 armies in this scenario.

Charles d'Albret's army, **Boucicaut's** army and **Ysembart d'Agincourt's** army make up the French side. **Edward of York's** army and **Henry V's** army make up the English side.

Each player deploys their army in the following order: **Charles d'Albret**, **Boucicaut**, **Henry V**, **Edward of York** and **Ysembart d'Agincourt**.

A player controlling multiple armies uses one Player Board per army.

TURN ORDER

Henry V, **Edward of York**, **Charles d'Albret**, **Boucicaut**, and **Ysembart d'Agincourt**.

2 players:

- 1 player controls all 3 of the French armies
- 1 player controls both of the English armies

3 players:

- 1 player controls *Charles d'Albret*'s army
- 1 player controls both *Boucicaut*'s and *Ysembart d'Agincourt*'s army
- 1 player controls both of the English armies

4 players:

- 1 player controls *Charles d'Albret*'s army
- 1 player controls both *Boucicaut*'s and *Ysembart d'Agincourt*'s army
- 1 player controls *Edward of York*'s army
- 1 player controls *Henry V*'s army

ALLIANCES

Units cannot be in the same area as units belonging to another army, even if they are allies. Armies of the same side cannot share Resource tokens, Legend cards or Reroll tokens.

PRISONERS

(Note: "Ransom" optional rules cannot be used for this scenario.)

A Prisoner unit is considered as a terrain element which occupies 1 space. It cannot move, nor take any action. If the rally point is moved, move the prisoners if possible. The prisoners that cannot be moved are destroyed. If the rally point is occupied by enemy units, Disrupted units are automatically destroyed.

FREEING THE PRISONERS

If a French unit moves into a prisoner area, all prisoners in that area are freed. They are then controlled by the player who freed them.

CUT THEIR THROATS

Henry V's army can give the order to cut all the prisoners' throats, at the cost of 1 Order during his turn. From then on, all prisoners are automatically destroyed if there is ever an English unit in its area.

NO MERCY

The French side is disorganised and tends to disband after seeing their superiors die. A Disrupted French unit is automatically destroyed. If a *Knight* unit or a Character is Disrupted, it is made prisoner. *Henry V*'s army places the new prisoner in a prisoner area of their choice.

After *Henry V*'s army gives the order to cut all prisoners' throats, any French unit or Character is immediately destroyed when Disrupted.

STAKES

In this scenario, *Bowmen* don't receive any stakes. Stakes are destroyed if a French unit crosses them.

WAGONS

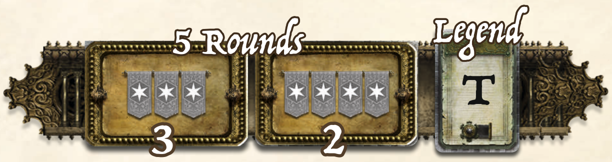
Wagons cannot move in this scenario. They are destroyed if a French unit moves into their area.

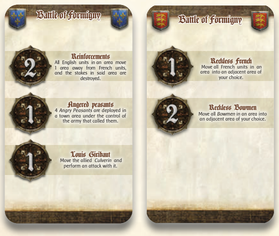
2 - 6

The Battle of Formigny

- April 15th 1450 -

In 1449, the English forces broke the peace treaty and angered the Bretons, who rallied to the French King in response. The King then decided to take back Normandy. After multiple battles and sieges, the English are forced back into Caen. The King's brother, Jean de Bourbon, intercepts the English forces near Formigny, even though they have more men and are standing behind their usual row of Stakes. However, French engineers just invented the movable culverin, and start bombarding the Bowmen, whose bows cannot attack back. Control of these siege weapons moves back and forth for the entire duration of the battle.
While the French army is starting to lose its footing, knights come rushing out from atop a hill on the English army's flank. Are these Bretons fighting for Brittany, or for England?


5 Rounds
3
2
Legend
T


Battle of Formigny

2 Reinforcements
All English units in an area move 1 area away from French units, and the stakes in said area are destroyed.

1 Angered peasants
4 *Angry Peasants* are deployed in a town area under the control of the army that called them.

1 Louis Giribaut
Move the allied *Culverin* and perform an attack with it.

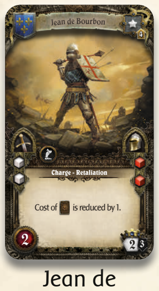
Battle of Formigny

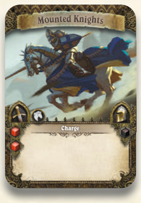
1 Reckless French
Move all French units in an area into an adjacent area of your choice.

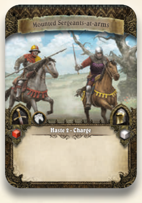
2 Reckless Bowmen
Move all *Bowmen* in an area into an adjacent area of your choice.

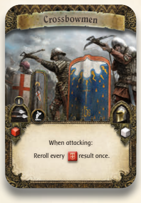
Intrigues

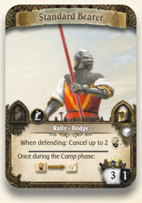
Jean de Bourbon's Army

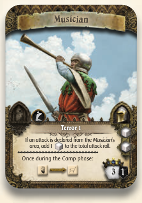

Jean de Bourbon
Charge - Retaliation
Cost of is reduced by 1.
2
2 3
Jean de Bourbon

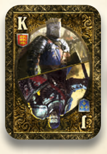

Mounted Knights
Charge
3 Mounted Knights


Mounted Sergeants-at-arms
Haste 1 - Charge
4 Mounted Sergeants-at-Arms

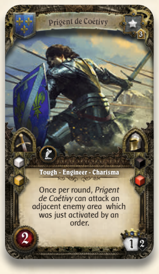

Crossbowmen
When attacking:
Reroll every result once.
2 Crossbowmen


Standard Bearer
Rally - Dodge
When defending: Cancel up to 2
Once during the Camp phase:
3 1
1 Standard Bearer

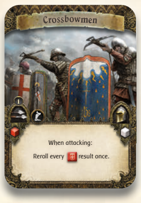

Musician
Terror 1
Once during the Camp phase:
3 1
1 Musician

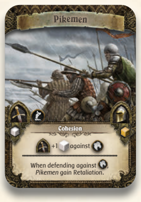


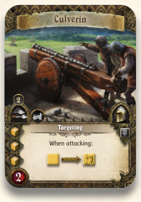
Prigent de Coëtivy's Army

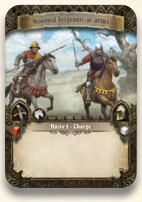

Prigent de Coëtivy
Tough - Engineer - Charisma
2
1 2
Once per round, *Prigent de Coétivy* can attack an adjacent enemy area which was just activated by an order.

Prigent de Coëtivy

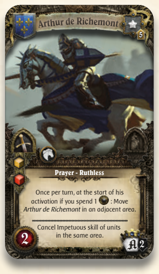

Crossbowmen
When attacking:
Reroll every result once.
4 Crossbowmen


Pikemen
Cohesion
When defending against Pikemen gain Retaliation.
4 Pikemen


Culverin
Targeting
When attacking:
2
1 Culverin

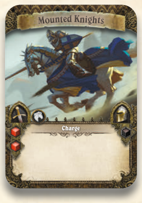

Mounted Sergeants-at-arms
Haste 1 - Charge
1 Mounted Sergeants-at-Arms

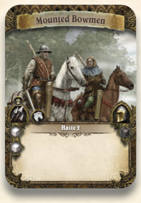
Arthur de Richemont's Army

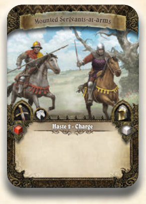

Arthur de Richemont
Prayer - Ruthless
2
A 2
Once per turn, at the start of his activation if you spend 1 : Move *Arthur de Richemont* in an adjacent area.

Cancel Impetuous skill of units in the same area.

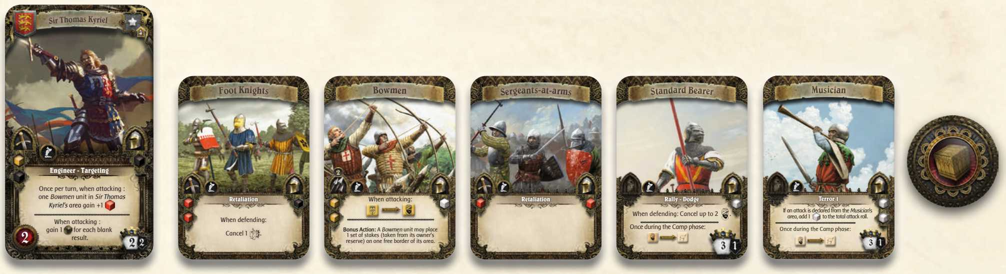
Arthur de Richemont


Mounted Knights
Charge
7 Mounted Knights


Mounted Bowmen
Haste 1
2 Mounted Bowmen


Mounted Sergeants-at-arms
Haste 1 - Charge
2 Mounted Sergeants-at-Arms

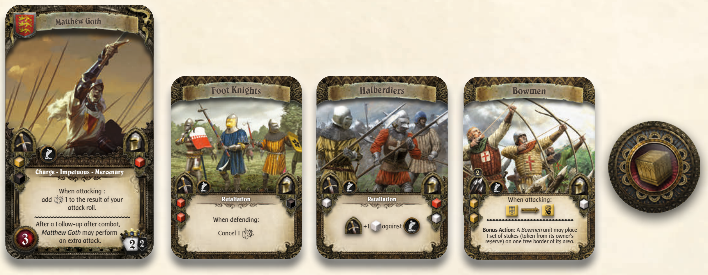
Thomas Kyriell's Army



Thomas Kyriell · 2 Foot Knights · 7 Bowmen · 4 Sergeants-at-Arms · 1 Standard Bearer · 1 Musician

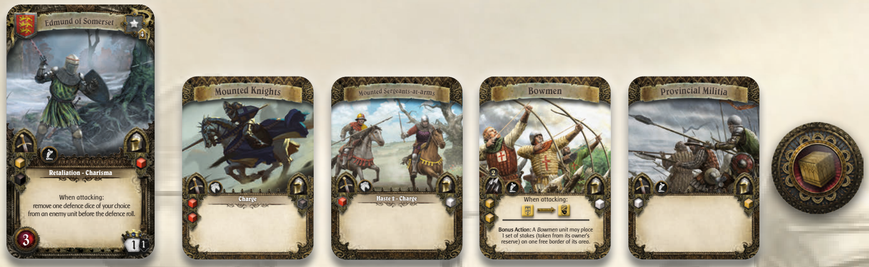
---

Matthew Goth's Army



Matthew Goth · 2 Foot Knights · 4 Halberdiers · 7 Bowmen

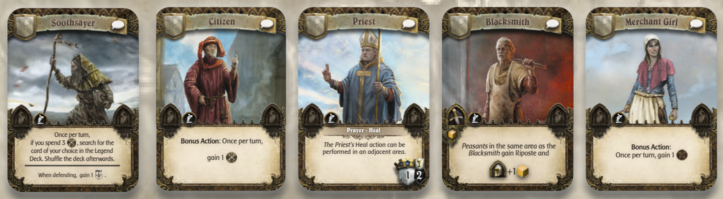
Edmund of Somerset's Army



Edmund of Somerset · 2 Mounted Knights · 2 Mounted Sergeants-at-Arms · 2 Bowmen · 4 Provincial Militia

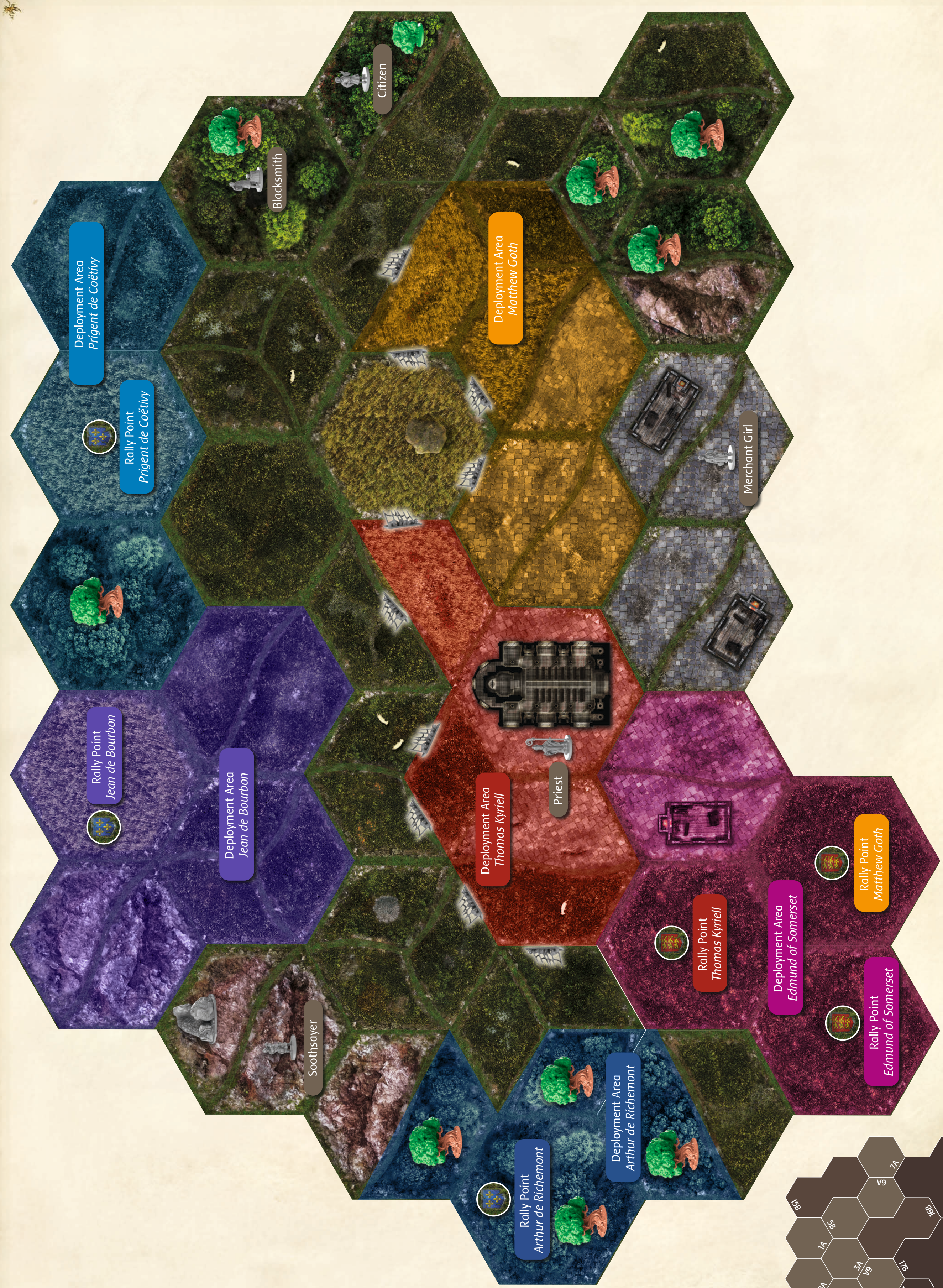
---

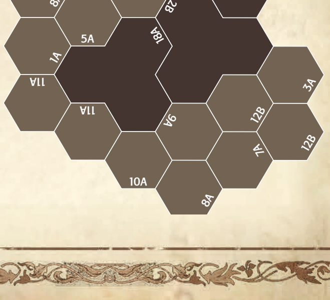
Civilians



Soothsayer · Citizen · Priest · Blacksmith · Merchant Girl

Scenario Tiles: x2 1, 2, x2 3, 4, x2 5, x2 6, x2 7, x2 8, 9, 10, x2 11, x2 12, 15, 16, 17, 18


Citizen
Blacksmith
Deployment Area Prigent de Coëtivy
Rally Point Prigent de Coëtivy
Deployment Area Matthew Goth
Merchant Girl
Rally Point Jean de Bourbon
Deployment Area Jean de Bourbon
Priest
Deployment Area Thomas Kyriell
Rally Point Matthew Goth
Deployment Area Edmund of Somerset
Rally Point Thomas Kyriell
Rally Point Edmund of Somerset
Soothsayer
Deployment Area Arthur de Richemont
Rally Point Arthur de Richemont


7A
6A
15B
5B
16B
4B
1A
3A
6A
17B
8A
2B
5A
18A
1A
11A
11A
9A
12B
3A
7A
12B
10A
8A

Victory Conditions

If either of the 2 opposing sides has lost more than half of their units (destroyed or Disrupted) at the end of a round, that side loses the game.
If both sides meet this requirement on the same round, the side that lost the fewest units wins the game. Units that are not on the board yet don't count towards the victory conditions. Any other outcome by the end of the 6th round results in a draw.

Reward

- 1 ⚔ for each destroyed Infantry or Cavalry unit.
- 2 ⚔ for each destroyed Character.

Special Rules

6 ARMIES, 2 SIDES

The French and English sides are split into 6 armies in this scenario.

Jean de Bourbon's army, **Prigent de Coëtivy's** army and **Arthur de Richemont's** army make up the French side.
Matthew Goth's army, **Thomas Kyriell's** army and **Edmund of Somerset's** army make up the English side.

Each player deploys their army in the following order: **Matthew Goth, Jean de Bourbon, Thomas Kyriell, Prigent de Coëtivy, Edmund of Somerset.**

A player controlling multiple armies uses one Player Board per army.

TURN ORDER

1. **Thomas Kyriell army**
2. **Prigent de Coëtivy army**
3. **Matthew Goth army**
4. **Jean de Bourbon army**
5. **Arthur de Richemont army**
6. **Edmund of Somerset army**

2 players:

- 1 player controls all 3 of the French armies
- 1 player controls all 3 of the English armies

3 players:

- 1 player controls both *Jean de Bourbon*'s and *Prigent de Coëtivy*'s army
- 1 player controls *Arthur de Richemont*'s army
- 1 player controls all 3 of the English armies

4 players:

- 1 player controls both *Jean de Bourbon*'s and *Prigent de Coëtivy*'s army
- 1 player controls *Arthur de Richemont*'s army
- 1 player controls *Matthew Goth*'s army
- 1 player controls both *Thomas Kyriell*'s and *Edmund of Somerset*'s army

5 players:

- 1 player controls *Jean de Bourbon*'s army
- 1 player controls *Prigent de Coëtivy*'s army
- 1 player controls *Arthur de Richemont*'s army
- 1 player controls *Matthew Goth*'s army
- 1 player controls both *Thomas Kyriell*'s and *Edmund of Somerset*'s army

6 players:

- Each player controls a single army.

ALLIANCES

Units cannot be in the same area as units belonging to another army, even their allies. Armies of the same side cannot share Resources and Legend cards (except Intrigue tokens that can be shared and used by all the players of the same side).

RICHEMONT'S HURRY

Arthur de Richemont's army is only deployed at the beginning of the 2nd round. The controlling player can decide to deploy it at the beginning of the 1st round during the Council phase and after War Council cards have been revealed; in this case, the army suffers 3 unblockable yellow dice results (assigned to units of their choosing).

STAKES

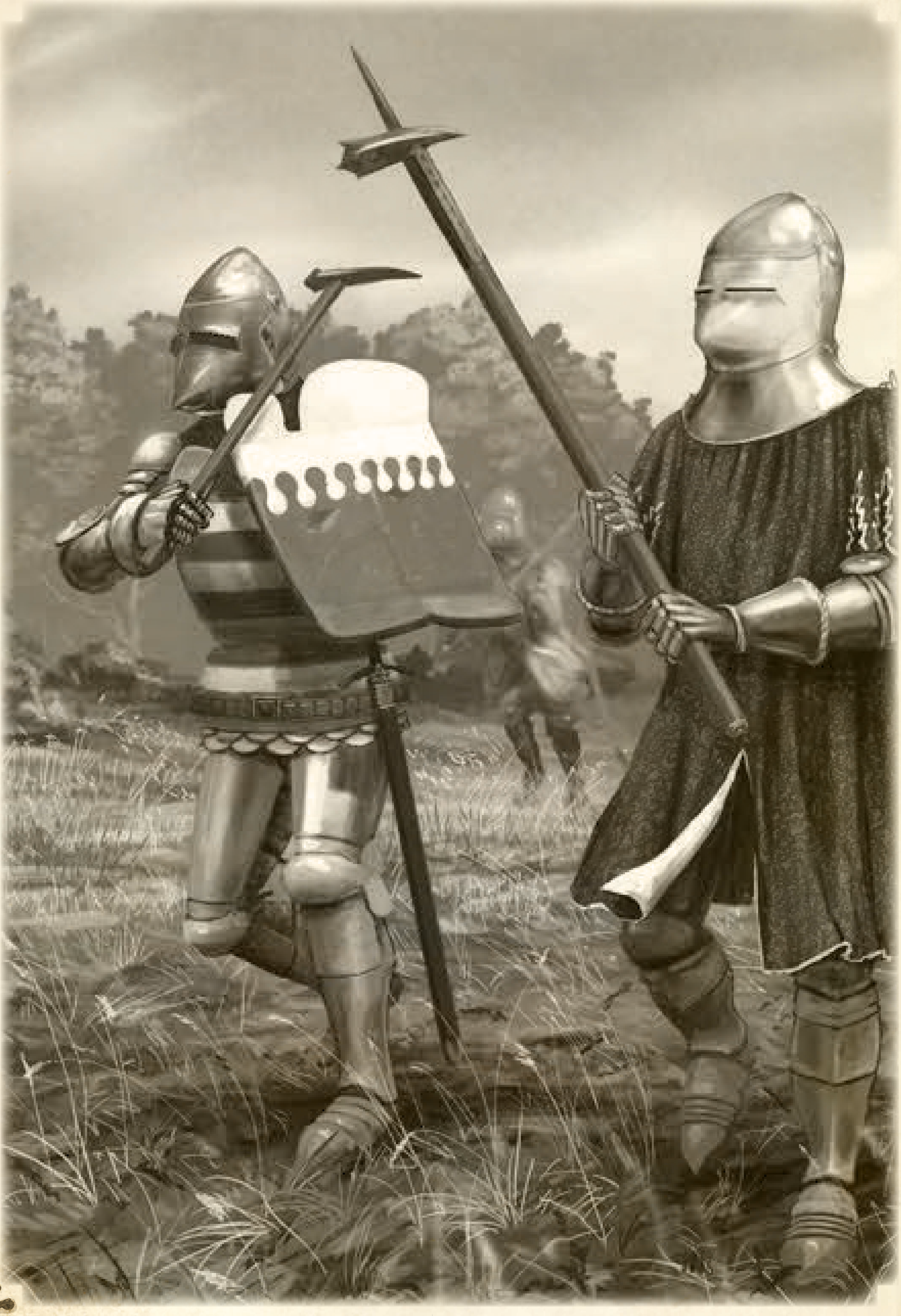
In this scenario, *Bowmen* don't receive any stakes. Stakes are destroyed if a French unit crosses them.

MASTER JEAN'S CULVERIN

The *Culverin* cannot be attacked during this scenario. Dice results may not be assigned to the *Culverin* but it still adds its defense dice to its area. At the beginning of the game, the *Culverin* is a normal French unit.

If an English unit moves into its area, it becomes a terrain element that occupies 1 space, and is no longer counted as a unit.

If a French unit then moves into the *Culverin's* area, the controlling player can reactivate it by spending 1 ⚔.



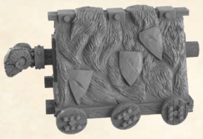
TIME OF LEGENDS

Joan of Arc

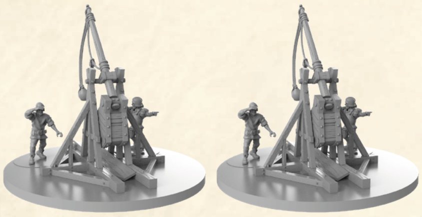
Siege

Minis Overview

1 Siege Tower



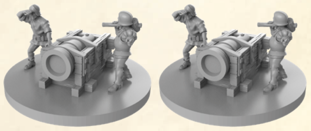
1 Battering Ram



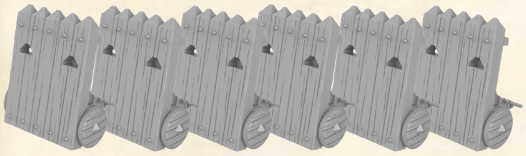
2 Trebuchets with Servants

2 Ballistas with Servants

12 Hacquebutiers



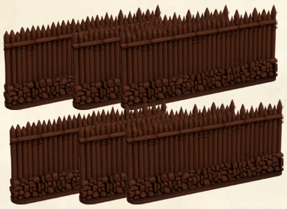
2 Bombards with Servants



6 Pavise Shields

3 Culverins with Servants

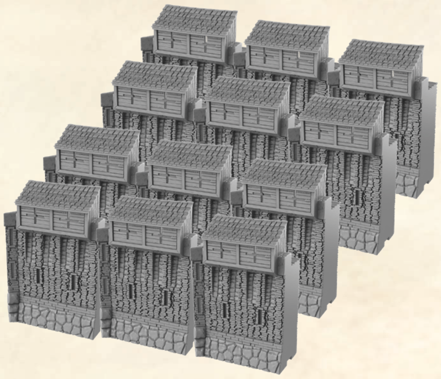
1 Keep



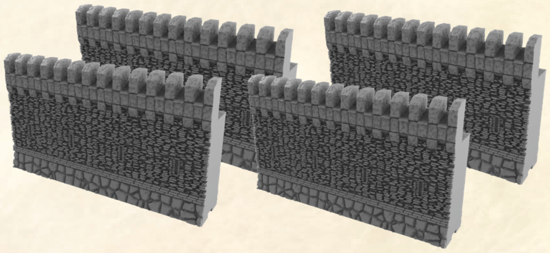
6 Palisades

4 Sappers

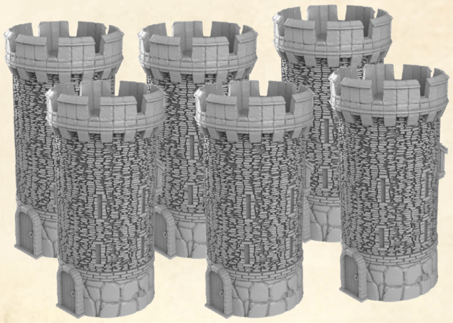
8 Ruins



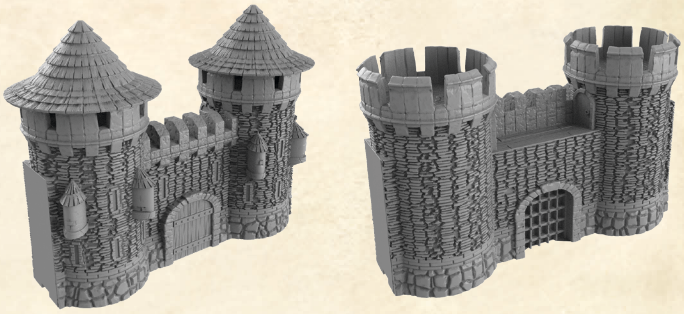
12 Short Walls



4 Long Walls



6 Towers



2 Gatehouses

The Art of Siege during the Hundred Years' War

The Hundred Years' War left behind some of the greatest battles in history, such as Agincourt, Orléans and Patay. Some of these battles were won through ever evolving siege warfare, over long spans of time!

The Art of Siege

The Art of Siege encompasses both sieging and defending against a siege. During the antiquity, the Romans made great use of siege warfare: Jerusalem, Carthage, Alesia, Ctesiphon... Few cities could withstand them. By the Middle Ages, siege warfare was greater than ever thanks to advances in mathematics, architecture, and ballistics.

Powerful Weaponry

Mechanical artillery was key during sieges. On the battlefield, however, due to its slow rate of fire and even slower manoeuvrability it could be more of a hindrance than a help.
The most well known and powerful of these weapons was the trebuchet. With its simple balance system, it could hurl rocks weighing 150kg at distances of over 200m. These projectiles could be thrown directly at the walls of a fortress, or even over the walls, which was especially useful for hurling piles of corpses at the enemy.

Tall City Walls

These artillery machines had one main goal: destroying the walls of besieged cities. There were, however, other ways to do it. Sapping and burning down a wall's foundations let armies weaken the walls to later destroy them using powder kegs or battering rams.

These methods required some additional preparations to be used, such as filling the moat and crevices with dirt and wood. Siege Towers allowed armies to ignore all these problems and just assault a city's walls directly. To counter these tactics, walls became higher and larger than ever before, until one day, thunder struck at the base of a wall and threw all its occupants into disarray: the bombard had arrived.

Explosive Artillery

As knowledge of explosive powder spread, open air cannons took on all shapes, sizes and calibres, destroying enemies or their own crew. The 250kg boulders thrown every 10 minutes by these weapons could level high walls, forcing cities to build thick, round-based walls. The alloys they were made of were very frail, and the gunpowder's quality was highly inconsistent. It took several centuries of experimentation to find reliable gunpowder.

Soon, soldiers began using semi-portable hand cannons. During the Siege of Orléans, Master Jean spread fire through the English forces thanks to his culverin, moved around in a wagon, and through his bold behaviour he was the first firearm sniper in history.
The only battles where artillery overcame its battlefield shortcomings were Crécy, where it was used to frighten horses, and Formigny, where the French armies deployed rows of culverins against wagons, forcing enemy archers out of position.

The Expensive Art of Siege

Two practices separated the English and French armies from one another during this period.
The use of crossbows by the French, more lethal and effective during sieges compared to the English bows, which were more effective against organised ranks, heavily benefitted the French.

The French kings' heavy investment in gunpowder artillery ended up being a decisive factor as well, as it allowed the French to take back cities previously in the Englishmen's grasp. Having less financial power and less ways to move artillery around, the English mostly relied on cavalry to move and attack.
The English's most effective weapon remained famine. Big cities like Calais and Rouen surrendered because their people couldn't find any more horses or rats to eat... They could also block off all supplies from entering the big harbours thanks to their powerful maritime ships. Orléans, for example, held on thanks to supplies brought in by Joan of Arc and their counter attack against the English Towers was successful thanks to the French artillery.

In 1453, at the end of the Hundred Years' War, Constantinople fell at the hands of the Ottomans and their monstrous cannons built in the west. Another new era was beginning...

Siege in Time of Legends: Joan of Arc

This expansion invites you to relive the famous siege battles of the Hundred Years' War. You will find new miniatures of buildings, ruins, siege engines and units as well as all the new rules for using them. You will also find a new type of card, the Siege card, which will allow you to simulate the long weeks and months of siege which precede the battle. All the rules for the Siege cards are provided on page 8.

The three scenarios included are of three famous sieges from the Hundred Years' War. After setting up the scenario but before fighting the battle, you will play out the Siege phase using the Siege cards. The choices you make with these cards will modify how the scenario is played out. Then, you will be able to play out the battle as described in each scenario.
Long live the sound of the cannons!

Rules

Terrain Additions

Fortifications

Fortifications (Ramparts, Towers, Fortified gates and Keeps) are terrain elements whose summit is an area on which players may place only Infantry Troops or any Character (unless they have the Big skill), in accordance with the capacity rules.

Each fortification gives each unit placed on it the following bonuses:

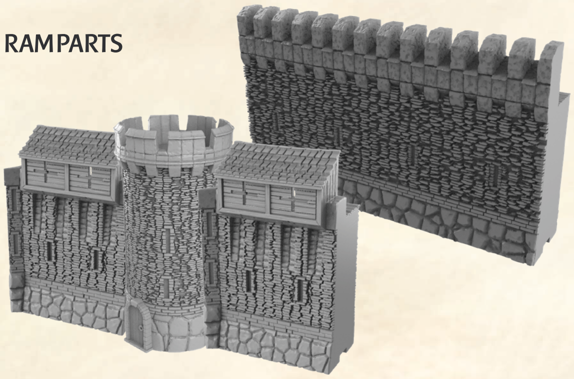
- Adds 1 additional black dice to the total defence roll
- Retaliation skill (only on Towers)
- Shooting attack's range increased by 1

Units located on a Rampart or Gatehouse may only move or be Pushed into an adjacent Rampart or an adjacent inner area of the castle.

Melee attacks from a Rampart towards an area outside the castle or from an outside area towards a Rampart are prohibited, except in the case of ladders, *Siege Towers* (see next page) or Flying units.

Barricade and other deployable defences can't be used inside fortifications.

RAMPARTS



Occupies: 4 spaces

Capacity: 3

Resistance: 3

A Rampart consists of either a long wall, or short walls and a Tower. Each of the short walls and Towers take up 1 space in their area, but they count as the same area.

The inside of a Rampart isn't protected: A unit located on a Rampart attacked from an area inside the castle does not gain the fortification bonuses except for the Tower area if the Rampart has any.

Towers included in a Rampart do not possess an interior tile.

GATEHOUSE

Occupies: 4 spaces

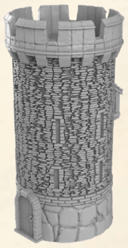
Capacity: 3

Resistance: 3

The Gatehouse is also a Rampart. Each of the Towers and the wall take up 1 space in their area, but they count as the same area. The Besieged can open and close the door (filling the moat) at the cost of an action. The Besieger can only activate the Gatehouse if he has at least one unit in the fortification and no Besieged troops left in/on it.

Towers included in a Gatehouse do not possess an interior tile.

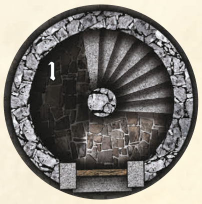
ISOLATED TOWER



Occupies: 1 space

Capacity: 1

Resistance: 3

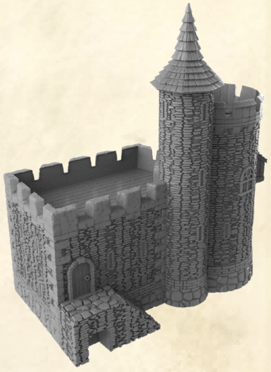


Units located in a Tower always benefit from the Tower's defensive capabilities, no matter where they are attacked from.

When moving into an Isolated Tower's interior tile, take one of the available tiles at random. This interior tile is adjacent to the top of the Tower and to the Tower's area. A Tower's interior is independent from its exterior.

The area at the top of the Isolated Tower is adjacent to its building interior tile, and both can contain units at the same time.

KEEP

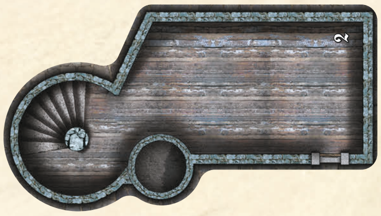


Occupies: 3 spaces

Capacity: 2

Resistance: 4

The area at the top of the Keep is adjacent to its building interior tile.



Destruction of the Fortifications

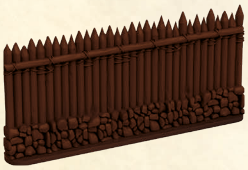
Each fortification has a Resistance value ranging from 1 to 4.

Certain war machines can inflict a Damage token on a fortification if they obtain at least 1 ⚔ result. When such a war machine fires against a fortification, the attacking player decides before making his attack roll if he is targeting the fortification or the units located on them.
Buildings and fortifications can only suffer one Damage per turn. When the number of Damage tokens inflicted exceeds or equals the Resistance value, the fortification collapses and is removed from the board, revealing the rubble area beneath. Place a Rampart ruins miniature in the area.
Rubble areas have the following effect: When attacking into this area,you may remove one Shield obtained by the defender when resolving an attack action.

Collapse of a Fortification: If units are present on or inside a fortification area as it collapses, each unit suffers 1 red dice of damage but may roll for defence. War machines get an automatic shield for this defence roll.

Other Terrain Elements

PALISADES
Palisades are a border element, and like stakes, they don't occupy any space in an area. They are always placed in an area along one of its borders.



When defending against a shooting attack declared from an area located behind a palisade, each defending unit gains 1 white dice.
A palisade blocks all direct shots and melee attacks targeting all areas behind it. Units cannot move through a border containing a palisade.

A player can declare a melee attack against a palisade in order to automatically remove it from play. When they do so, all units located in the area attacking the palisade must use their action towards this goal, and cannot perform any other action.
War machines can also declare an attack against a palisade: On a Kill or Disrupted result, the palisade is destroyed.

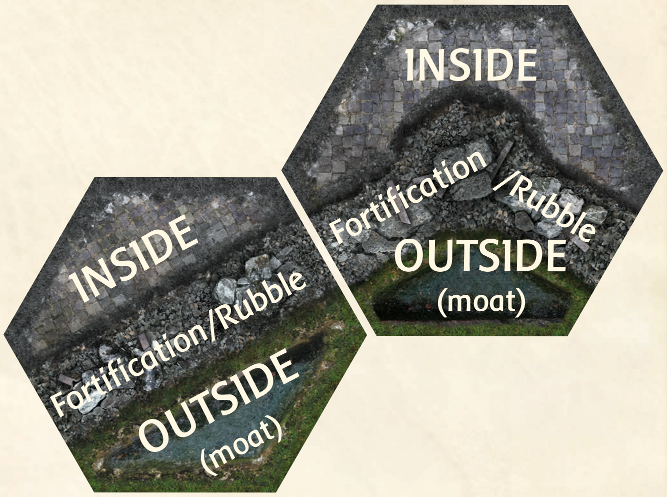
You cannot Follow-up after combat when destroying a palisade.

RAMPART RUINS

When any fortification is destroyed, a Rampart Ruins miniature is put in its initial area. These Ruins take up 1 space in an area, and have no effect.

Positions

OUTSIDE AND INSIDE THE CASTLE



On a castle hex, areas located in front of the Ramparts or Towers are considered outside the castle. Areas located behind the Ramparts or Towers are considered inside the castle.
Ramparts and Towers are placed so that the Ramparts' arches or the Towers' doors are facing the areas inside the castle.
A unit located in an area inside the castle can move onto an adjacent Rampart or Tower with a normal movement action (there are stairs inside the castle).
A unit located in an area outside the castle must use a Ladder token or a *Siege Tower* to reach adjacent Ramparts/Towers. All three areas (Outside, Fortification/Rubble, Inside) have a capacity of 4.

MOAT
Unless otherwise specified in the scenario, only Flying units can move into a moat area.

Siege Tower

The *Siege Tower*, when located in an area adjacent to a fortification, makes its area, and all areas adjacent to it, adjacent to that wall, and negates the defence bonus of a black dice awarded by a wall or Tower. This only affects Infantry units.

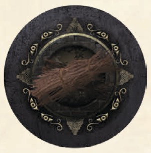
Limited Movement

A war machine **can never move more than one area** during a turn and, not being Infantry or Cavalry, is not eligible for any effect that can move it more than 1 area.

Wood Bundle & Ladder

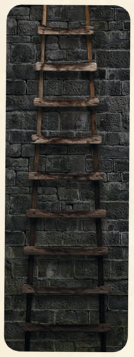
The Besieger has a limited stock of special tokens to help their forces access the fortifications.

WOOD BUNDLE TOKENS



An Infantry unit in an outside area adjacent to a moat may use their action when activated to place an available Wood Bundle token on the moat. An area containing a Wood Bundle token is considered a plain.

LADDER TOKENS



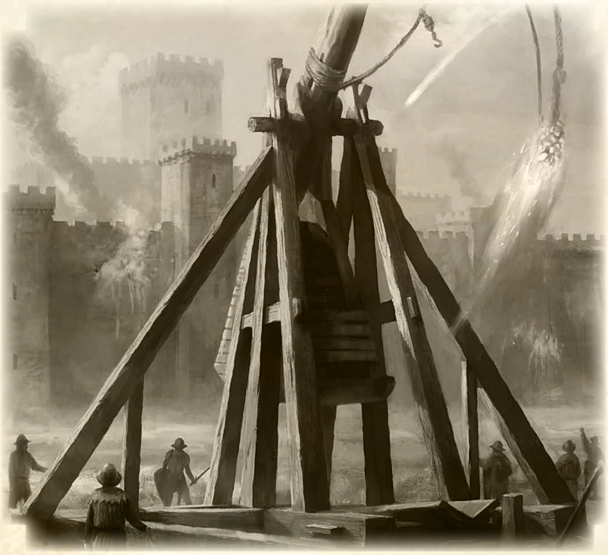
An Infantry unit in an outside area adjacent to a Rampart may use their action when activated to attempt to hang an available Ladder on the wall.

To hang the Ladder token, roll 1 black dice: On a ⛨ result, the ladder is hung; place the Ladder token on the wall. On any other result, nothing happens. You don't lose the Ladder token.

Tips: Ladders can be a major part of your assault plan. If It fails to hang, don't forget to check your Character, Musician or Standard Bearer's *command to reactivate a unit close to the fortification!*

A Ladder token can only be hung on a Rampart.

Once placed, the Ladder token makes the area outside the Rampart in which it is placed adjacent to the Rampart. Infantry units located in this area may therefore perform a melee attack against the top of an adjacent Rampart, or move there if the area is allied or free.



Siege Phase

A Siege phase occurs before the beginning of a Siege scenario, and will have an impact on the game board and both armies. Units will be destroyed, fortifications will be attacked… the Siege phase can completely change how a battle plays out.

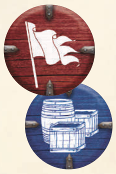
Setup

After setting up the chosen scenario, each of the two players is assigned a role and the Siege phase can begin:

The player attacking the castle is **the Besieger**.
The player to defend it is **the Besieged**.

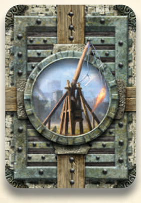
Each player takes the Siege card deck that corresponds to their role and receives a number of Supply and Morale tokens as described below:

Besieger

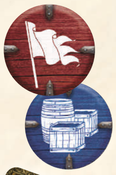


6 Morale

6 Supply

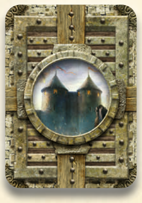


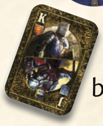
Besieged



12 Morale

12 Supply



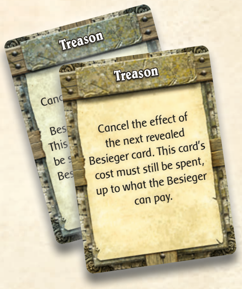


The player who is designated as first player by the scenario takes the First player token.

Siege Phase Overview

The Siege phase takes place over 3 rounds.

During each round, each player has 3 slots in front of them where they can place their Siege cards (see Playing a Round).



Treason

Treason

Cancel the effect of the next revealed Besieger card. This card's cost must still be spent, up to what the Besieger can pay.

Each deck contains 16 cards. Both these decks contain a Treason card, which must be placed in each player's hand at the beginning of the Siege phase (shuffle the decks afterwards).

Each player therefore has a 15 card deck to draw from, and a Treason card in hand when initiating a Siege phase.

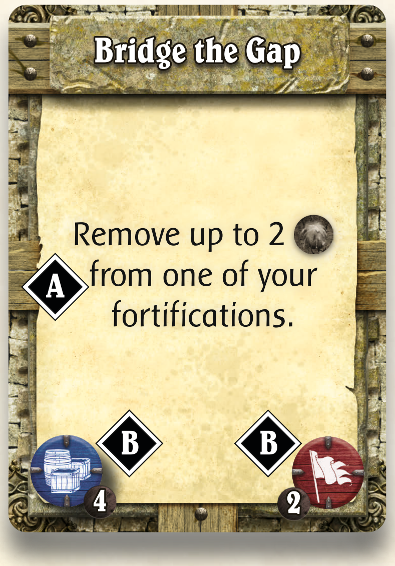
Playing a Round

1) Players draw 5 cards from their respective decks (Besieger or Besieged).

2) The players choose and place a card from their hand, face down, on each of the three slots in front of them, until all slots are filled with a card. They then discard all the remaining cards in their hand, except one, which they will Keep for the next round.

Permanent **Warning!** A Permanent card played during a previous round occupies its location from one round to another, therefore limiting the available slots.

3) Starting with the player with the First Player token, each player reveals and applies the effect of a card placed in front of them, then their opponent does the same until all cards played by both players have been revealed. Players must reveal their cards in the order they were laid, from left to right.



Bridge the Gap

Remove up to 2 from one of your fortifications.

Effects (A) of a Siege card may require the spending of one or more Morale or Supply (B) tokens. If the player does not have enough tokens, the card is discarded without applying its effect and no tokens are spent.

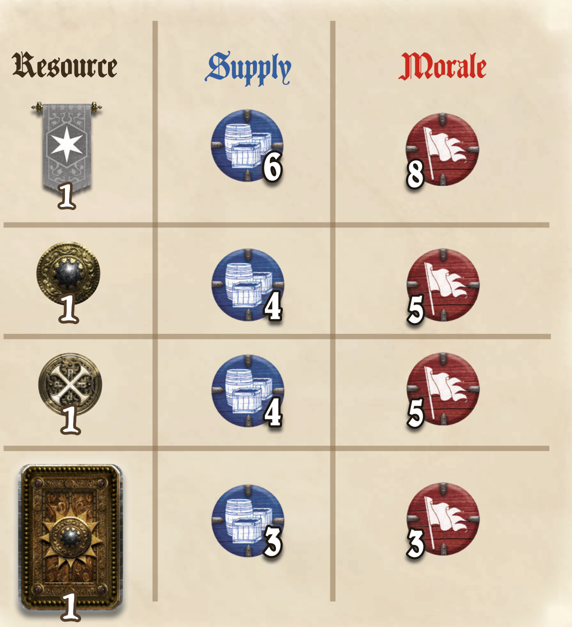
The cost of a card marked Permanent is paid only when it is first revealed. It remains active during the following rounds at no additional cost.

Effects that happen before the end of a Round happen here.

4) At the end of each round:
- Players may discard one or more Permanent cards placed in front of them.
- At the end of the 1st and 2nd round, the Besieger gains 3 and the Besieged loses 1 .

End of Siege Phase

At the end of the 3rd round of the Siege phase, players can buy resources for the scenario by spending their remaining Morale or Supply tokens, at the following costs:



Resource	Supply	Morale
1	6	8
1	4	5
1	4	5
1	3	3

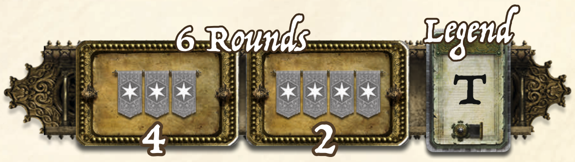
Unspent Morale or Supply tokens are lost and discarded.

The scenario can now begin.

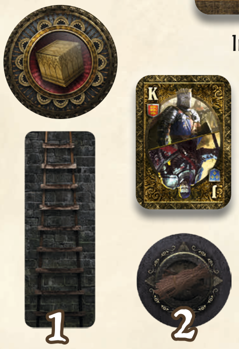
The Siege of Calais

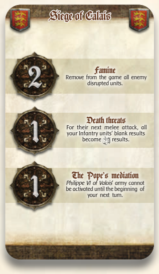
- September 4th 1346 - August 3rd 1347 -

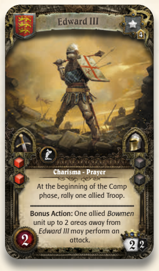
After a splendid victory in Crécy, Edward III decided to lay siege to Calais to secure a stronghold and a harbour in a strong position, letting him connect his lands and the continent. At first, he ordered multiple attacks with his bombards, torsion, swinging arm and explosive machineries, anything he could attack with. After seeing the besieged men's resilience, he then resorted to starving the city. Tightening his grip around Calais on both sides, like Caesar in Alesia, he waited. Meanwhile Philippe VI, the French king was moving in with fresh levies.

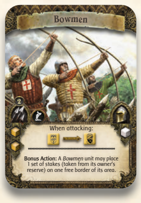


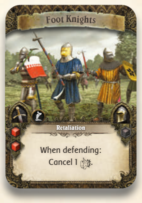
English Army

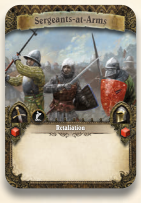


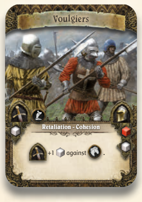

Intrigue

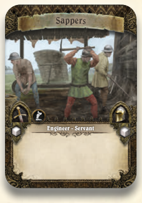

Edward III
English King

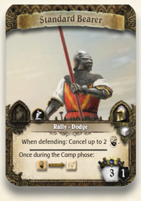

10 Bowmen

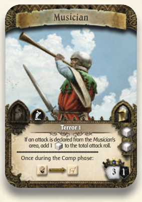

5 Foot Knights

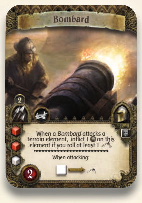

4 Sergeants-at-Arms

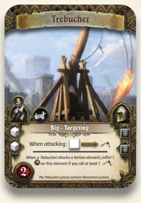

3 Voulgiers

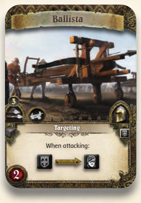

2 Sappers

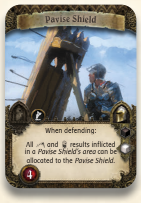

1 Standard Bearer

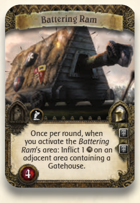

1 Musician


1 Bombard


2 Trebuchet

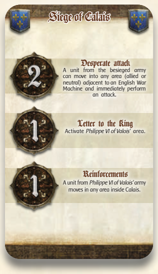

2 Ballista

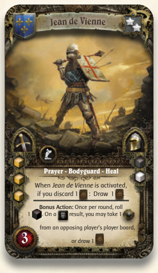

6 Pavise Shield

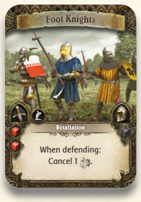

1 Battering Ram

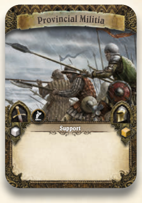
Besieged Army:

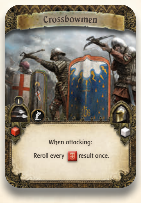
French Army

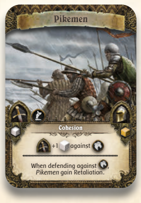

Intrigue


Jean de Vienne (Level 2)

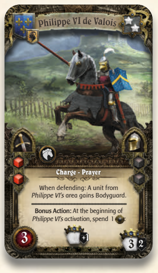

1 Foot Knights

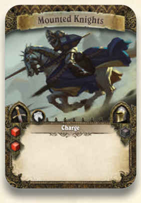

4 Provincial Militia

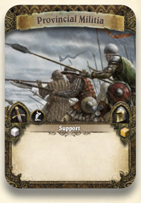

2 Crossbowmen

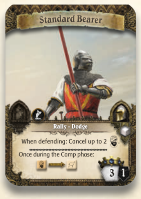

3 Pikemen

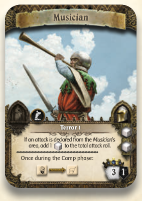
French King's Army:


Philippe VI de Valois, (Level 2)
French King

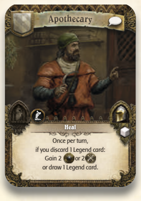

6 Mounted Knights

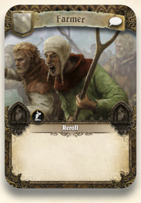

3 Provincial Militia

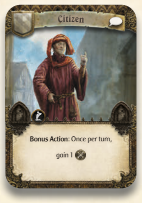

1 Standard Bearer

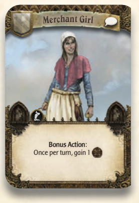

1 Musician

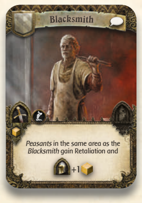
Civilians

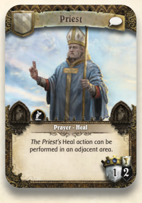

Apothecary

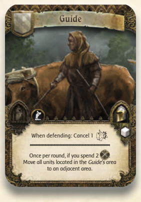

Farmer

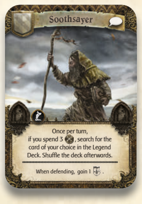

Citizen


Merchant Girl

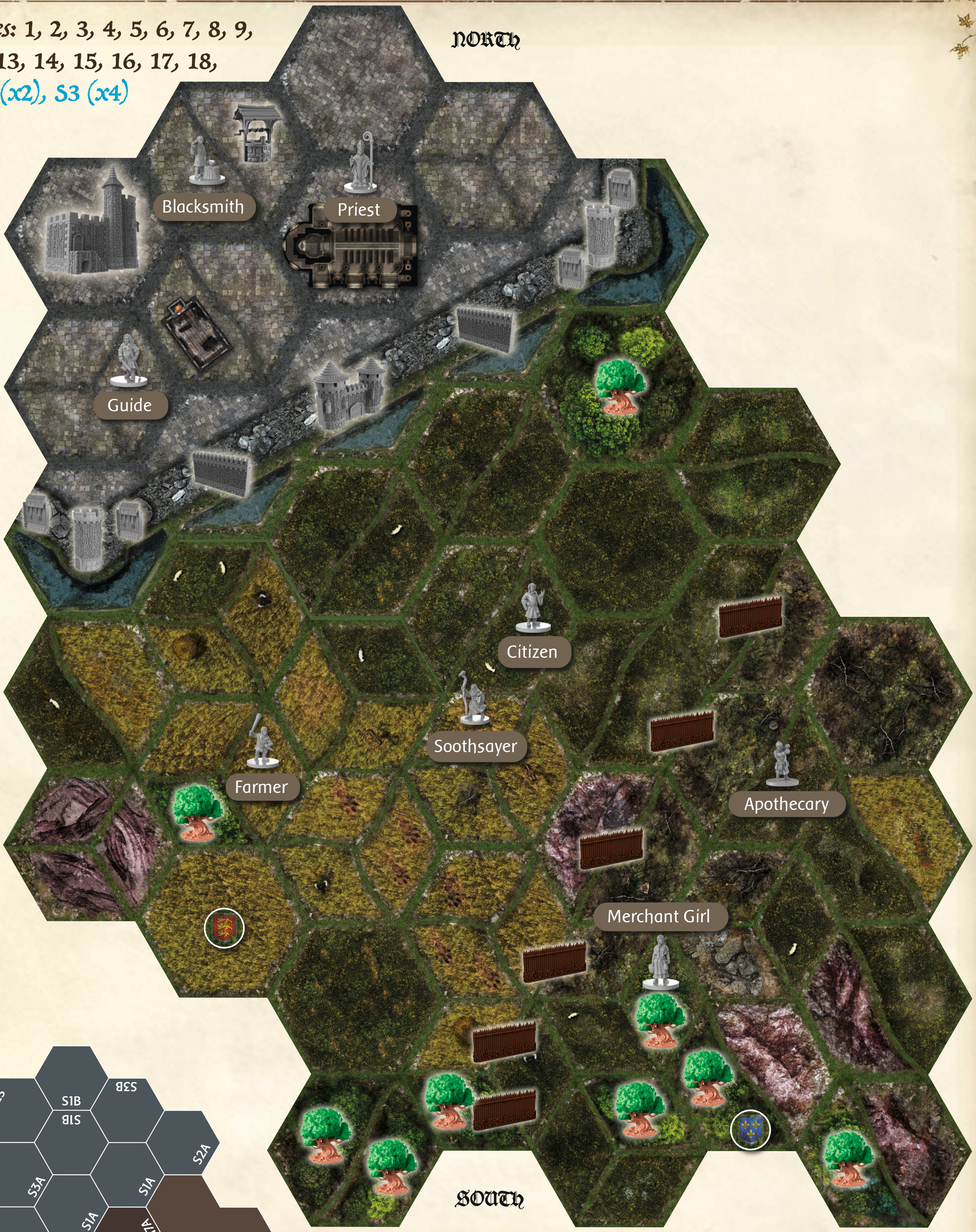

Blacksmith

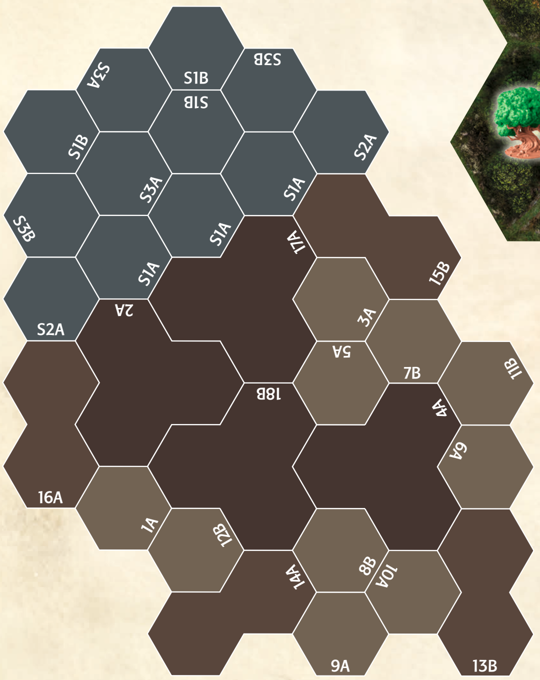

Priest


Guide


Soothsayer

Scenario Tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, S1 (x6), S2 (x2), S3 (x4)


NORTH
Blacksmith
Priest
Guide
Citizen
Soothsayer
Farmer
Apothecary
Merchant Girl
SOUTH


S3A
S1B
S3B
S1B
S1B
S2A
S1A
S3A
S3B
S1A
S1A
17A
S1A
15B
S2A
2A
3A
5A
7B
11B
18B
4A
6A
16A
1A
12B
14A
8B
10A
9A
13B

Victory Conditions

The player with the most Victory Points at the end of the 6th round wins the game.

If a king is destroyed (*Edward III* or *Philippe VI*), the opposing side immediately wins the game.

French Side

- Enemy war machine (*Bombard, Trebuchet, Ballista, Battering Ram*) destroyed: 2 Victory Points
- English unit destroyed or Disrupted at the end of the 6th round: 1 Victory Point

English Side

- *Jean de Vienne* Disrupted or destroyed at the end of the 6th round: 3 Victory Points
- Unit from the besieged army Disrupted or destroyed at the end of the 6th round: 1 Victory Point
- English units in Calais at the end of the 6th round: 1 Victory Point per English unit

In case of a draw, the English side wins the game.

Rewards

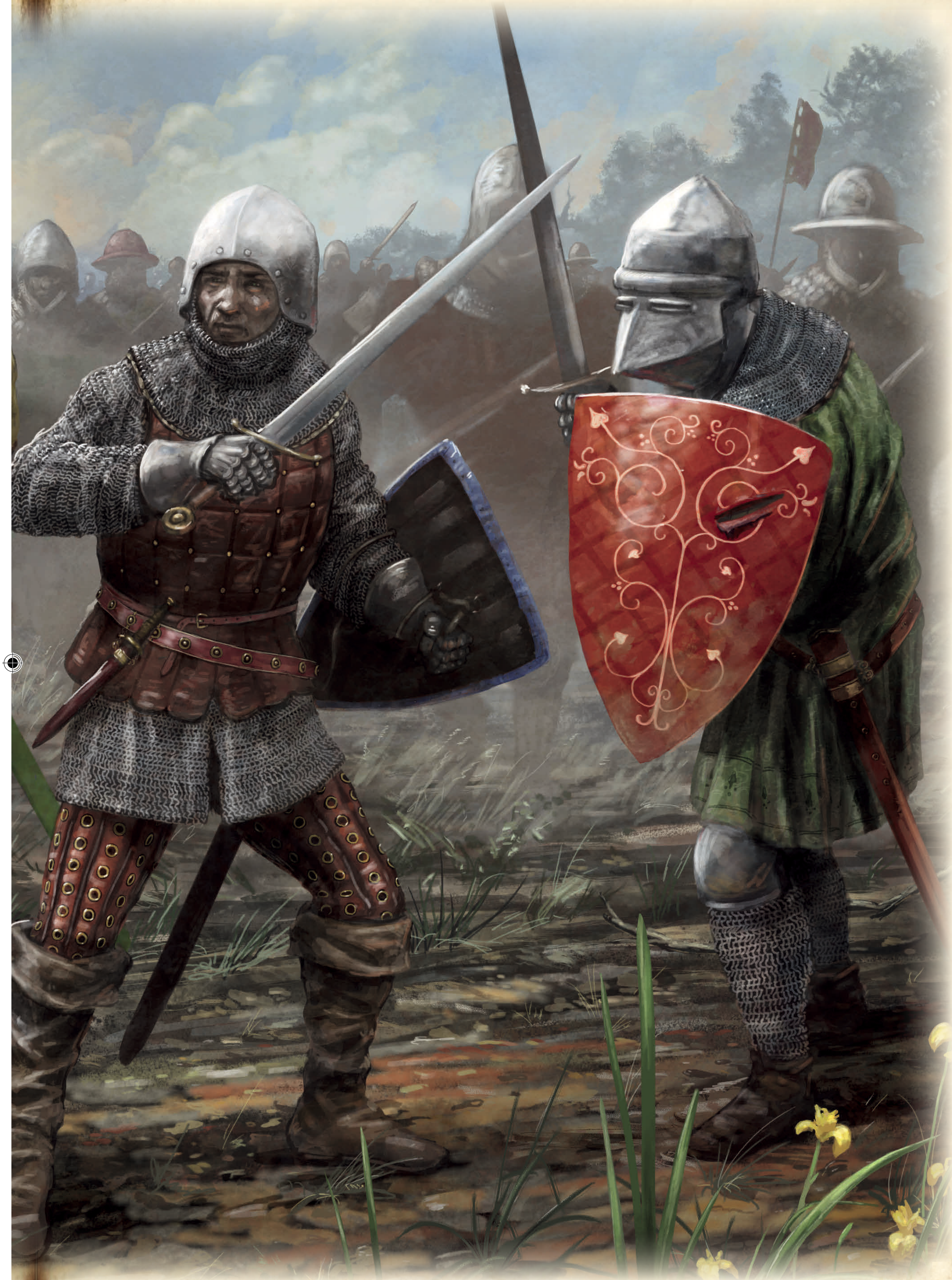
- 1 ⊗ for each enemy Infantry or Cavalry unit destroyed.
- 2 ⊗ for each Character / war machine destroyed.

Special Rules

BOARD & SETUP
The French side first places the units from the besieged army in any areas inside the castle or on the Ramparts (both of these count as being in Calais).

Then, the English side places their units between the city walls and the palisades. There can't be more than 1 Pavise per hex.

Lastly, the French side places the units from the French king's army behind the English palisades.



2

The Siege of Rouen

- July 29th 1418 - January 19th 1419 -

Edward III had been victorious at Crécy and taken Calais. Henry V, after winning in Agincourt, tried to match Edward and laid siege to Rouen. He surrounded the city and set up a chain in the river to prevent boats from reaching it. Rouen's inhabitants were defending themselves with all they had. With cannons and troops, they attacked several times to break the siege. The English prisoners were hung on the city's walls in an effort to dissuade Henry V. This didn't stop him from starving the city. The helpless were soon banished for lack of food but found themselves trapped between the city's walls and the English army. Anything was good to eat in the streets: dogs, cats, rats... In a desperate attempt to raise the siege, Rouen's citizens sallied forth into the English lines.

6 Rounds

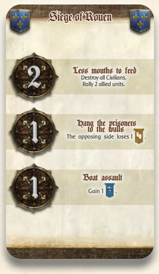
4

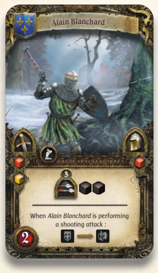
2

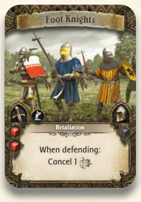
Legend

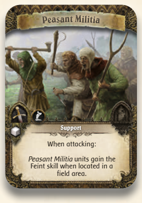
T

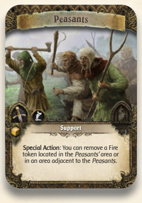
French Army

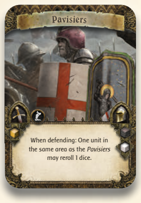

Intrigue

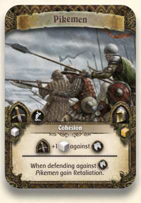

Alain Blanchard
Crossbow Captain

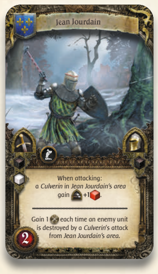

1 Foot Knights

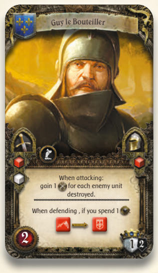

4 Peasant Militia

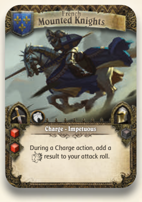

3 Peasants

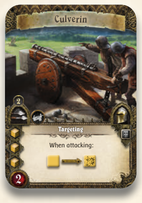

2 Pavisiers

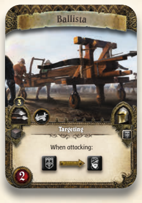

3 Pikemen

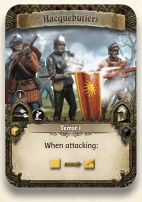

Jean Jourdain,
Artillery Master

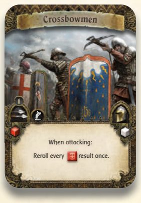

Guy le
Bouteiller


4 French Mounted Knights


2 Culverin

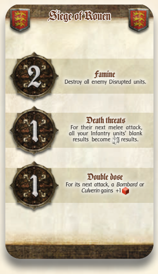

1 Ballista

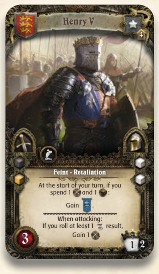

1 Hacquebutiers

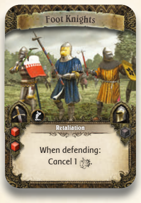

3 Crossbowmen

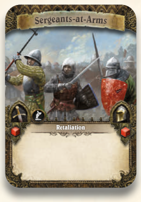
English Army

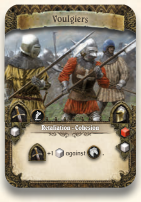
2

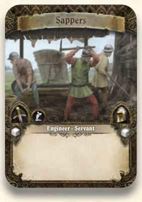

Intrigue

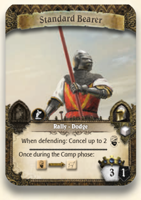

Henry V

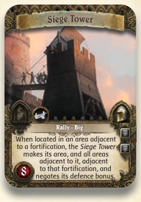

5 Foot Knights


4 Sergeants-at-Arms


3 Voulgiers

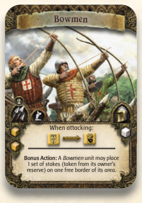

2 Sappers

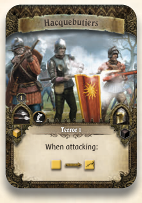

1 Standard Bearer

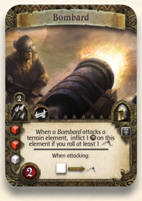

Siege Tower

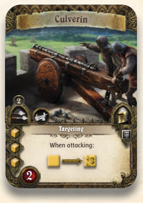
1

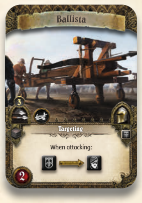
2 Wagons

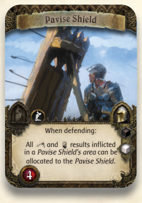

8 Bowmen

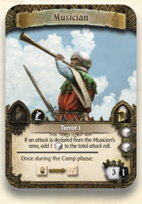

3 Hacquebutiers


1 Bombard

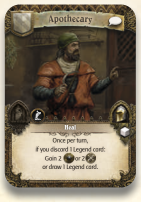

1 Culverin

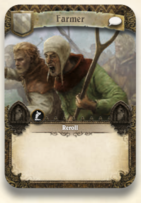

1 Ballista

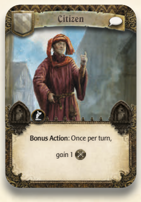

6 Pavise Shield

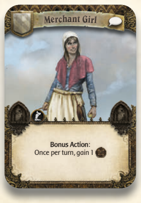

1 Musician

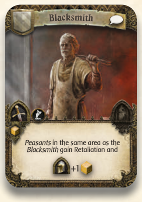
Civilians

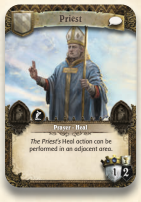

Apothecary

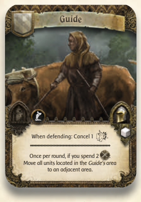

Farmer

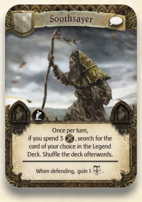

Citizen


Merchant Girl

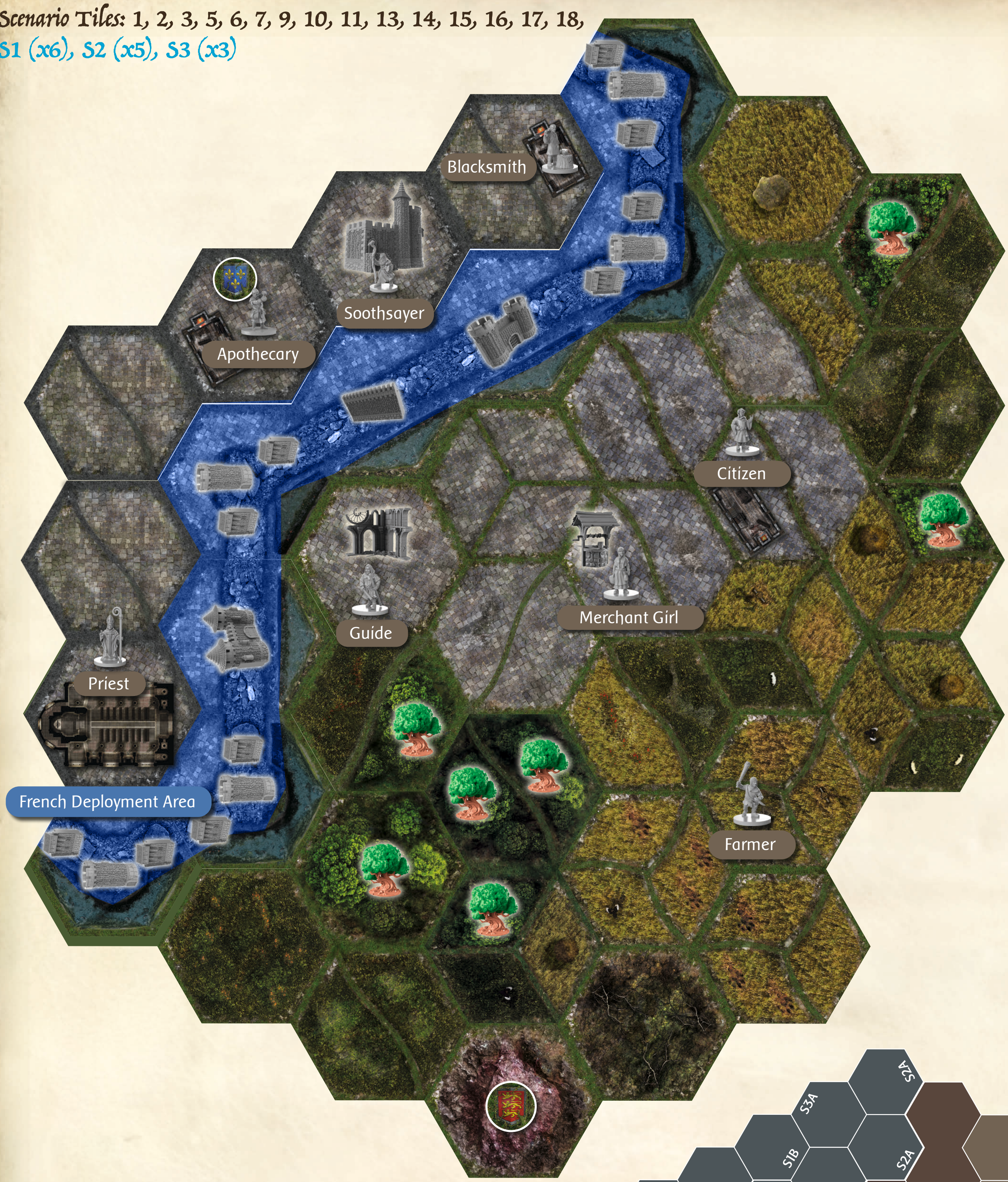

Blacksmith

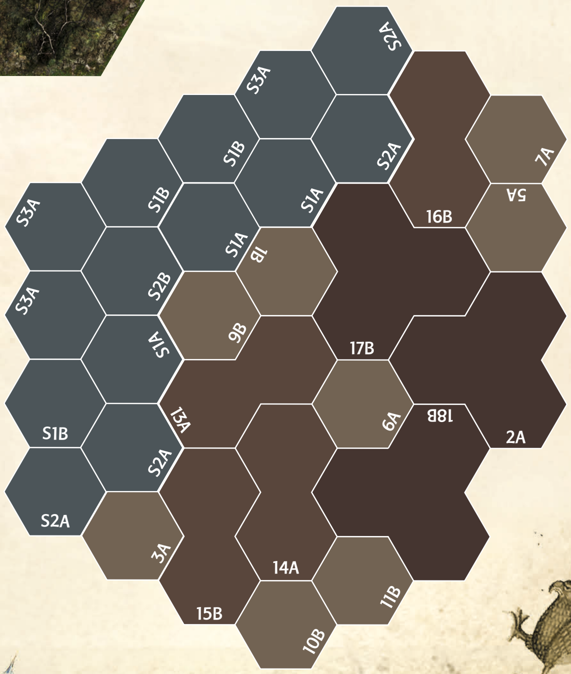

Priest

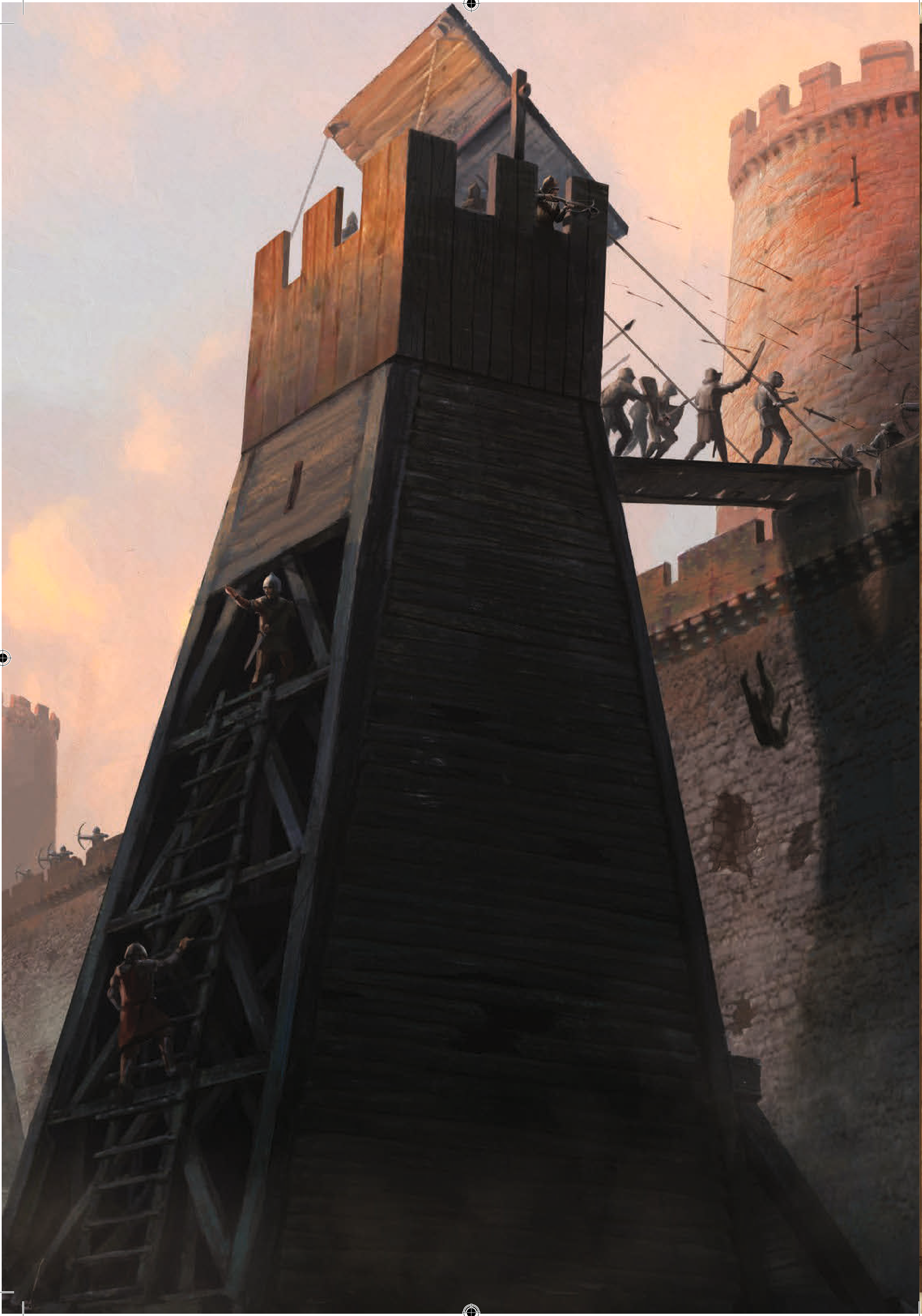

Guide


Soothsayer

Scenario Tiles: 1, 2, 3, 5, 6, 7, 9, 10, 11, 13, 14, 15, 16, 17, 18, S1 (x6), S2 (x5), S3 (x3)


Blacksmith
Soothsayer
Apothecary
Citizen
Guide
Merchant Girl
Priest
French Deployment Area
Farmer


S2A
S3A
S1B
S2A
7A
S1B
S1A
16B
5A
S3A
S1B
S1A
1B
S3A
S2B
9B
17B
S1A
13A
6A
18B
2A
S1B
S2A
S2A
3A
14A
11B
15B
10B



Victory Conditions

The player with the most Victory Points at the end of the 6th round wins the game.
If the English King *Henry V* is destroyed, the French side immediately wins the game.

French Side

- English war machine (*Bombard, Culverin, Ballista, Siege Tower*) destroyed: 2 Victory Points
- English wagon destroyed: 3 Victory Points
- French Character on the board at the end of the 6th round: 1 Victory Point for each.

English Side

- French character destroyed or Disrupted at the end of the 6th round: 3 Victory Points
- At least 1 English unit in the city at the end of the 6th round: 1 Victory Point
- For each English unit in the Keep at the end of the 6th round: 3 Victory Points

In case of a draw, the English side wins the game.

Reward

- 1 for each Infantry or Cavalry unit destroyed.
- 2 for each Character/war machine destroyed.

Special Rules

BOARD & SETUP

The English side first places their wagons and war machines in the plains, field and/or village areas outside the castle.

The French side then places all of their units (except their *French Mounted Knights*) on the Ramparts, Gatehouse, Towers or any village area adjacent to Ramparts (French Deployment Zone). War machines may be placed on the Walls but, if so, they cannot move during the game. Whenever a war machine in this situation gets pushed, it suffers 1 Wound. If the fortification is destroyed, the war machine is also destroyed.

The English side then places all of their remaining units in any area outside the castle. There can't be more than 1 Pavise per hex.

The French side then chooses which Gatehouse is open and which one is closed and places the bridge overlay over the moat of the chosen Gatehouse. The Bridge is considered a plain area and has a capacity of 2.

The French side finally places their *French Mounted Knights* in the inside area of the open Gatehouse.

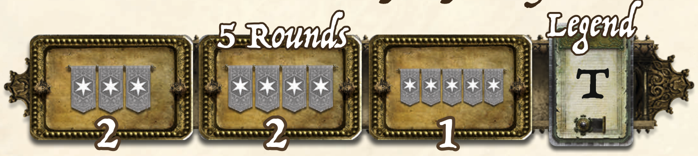
WAGONS

The two English wagons cannot move in this scenario. They are destroyed if they suffer a , or result from an attack.

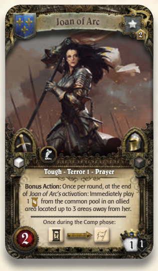
The Battle of the Tourelles

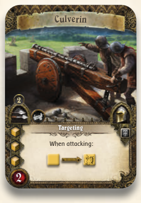
- May 6th, 1429 -

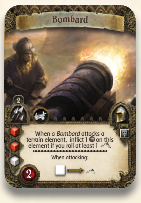
Joan of Arc, together with Jean de Dunois, marches on the fort of the Tourelles. Their objective: lift the siege currently laid on Orléans' south door. Captain Glasdale, from atop the Tourelles' Ramparts, harasses Joan of Arc and and prepares his troops for the terrible battle ahead which will decide the fate of the city.

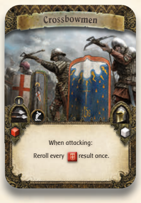


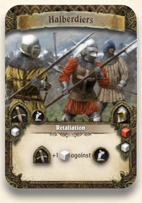
French Army

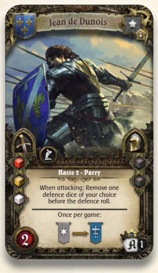

Joan of Arc

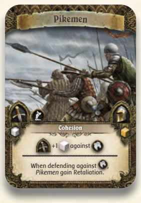

Master Jean's Culverin

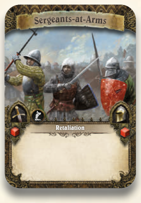

1 Bombard

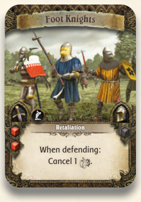

3 Crossbowmen

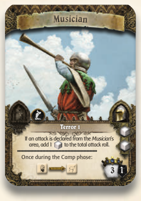

2 Halberdiers

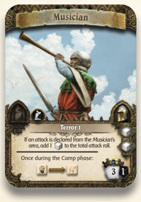

Jean de Dunois

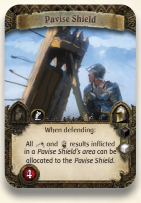

4 Pikemen

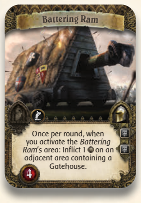

4 Sergeants-at-Arms

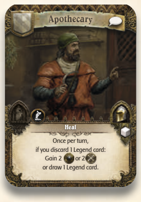

4 Foot Knights


1 Standard Bearer

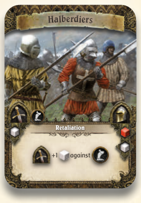

1 Musician

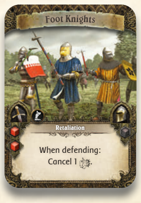

4 Pavise Shield

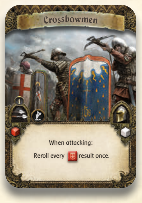

1 Battering Ram


Apothecary

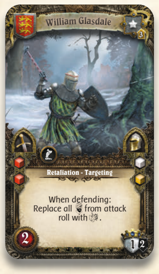
Reinforcements from the Island (see Special Rule):

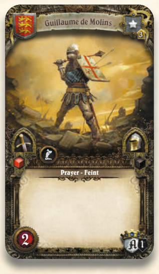

1 Halberdiers

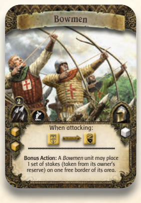

1 Foot Knights

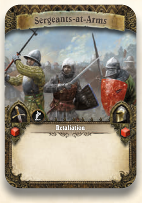

1 Crossbowmen

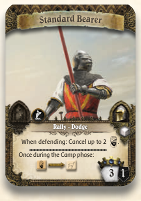
English Army

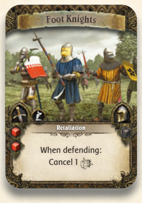

William Glasdale

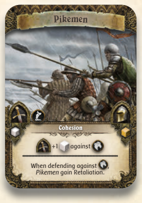

Guillaume de Molins

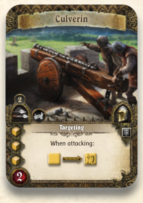

6 Bowmen (without Stakes)


4 Sergeants-at-Arms

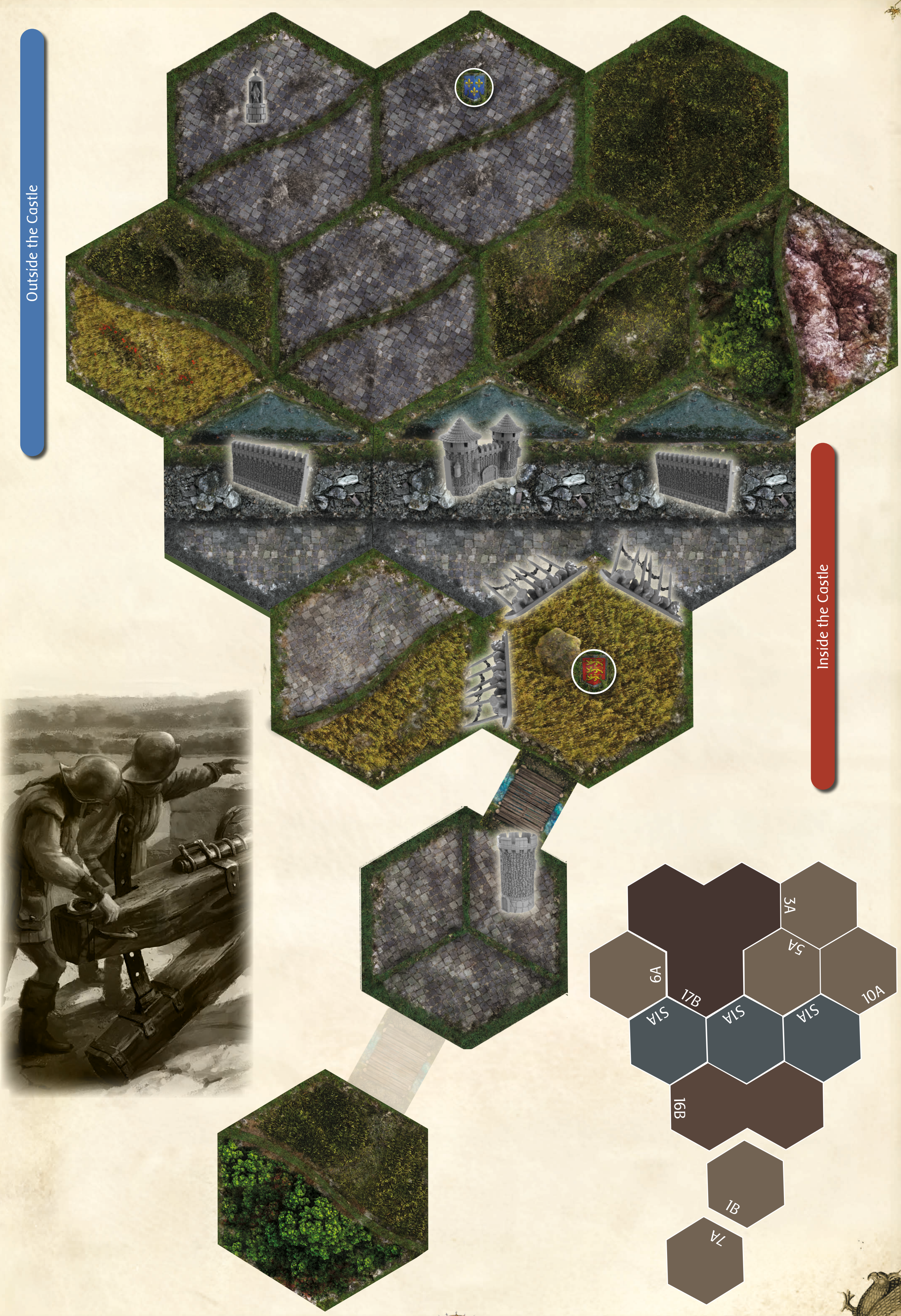

1 Standard Bearer


2 Foot Knights


2 Pikemen


2 Culverin

Scenario Tiles: 1, 3, 5, 6, 7, 10, 16, 17, S1 (x3)


Outside the Castle
Inside the Castle
3A
5A
6A
17B
10A
S1A
S1A
S1A
16B
1B
7A

Victory Conditions

The French player wins if they have at least one unit in the Tourelles' Tower before the end of the 5th round.

The English player wins if they prevent the French player from achieving their objective. The game ends immediately in an English victory if *Joan of Arc* is destroyed.

Reward

- 1 ⊗ for each enemy *Foot Knight* or *Bowmen* unit destroyed.
- 2 ⊗ for each enemy Character destroyed.
- 1 ● for every other enemy unit destroyed.

Special Rules

NO MOAT
Moats are considered plains in this scenario.

SETUP
No units can be deployed in 1B and 7A.

The English player sets up their units in the areas inside the castle. Only one unit can be deployed on each fortification.
Then, the French player sets up their units in the areas outside the castle. There can't be more than 1 *Pavise* per hex.

IN THE TOURELLES' TOWER
The Tourelles' Tower is a massive fortification, canceling all Push results suffered by units located inside it.

FATIGUE
At the beginning of the Council phase in the 3rd, 4th and 5th rounds, the English player may place a Fatigue token (use any generic token) in an area containing French units. No area can contain more than 1 Fatigue token.

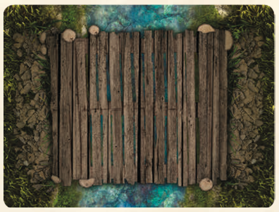
To activate units in an area containing a Fatigue token, players must discard 1 Order in addition to the Order used for the activation. Doing so destroys the Fatigue token.

ENGLISH PREPARATIONS
Once per turn, the English player can spend 3 ⊗ to gain 1 Interruption Order.

MASTER JEAN'S CULVERIN
Master Jean's Culverin rolls 1 red dice in place of one of its yellow dice when attacking.

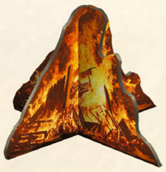
EMERGENCY BRIDGE AND THE TOURELLES BRIDGE
Starting from round 3, by spending 3 ⊗, the French player can build an emergency bridge.

Place this bridge between the island and the Tourelles (hexes 7A and 1B). Place the Reinforcement units in any area of hex 7A. The emergency bridge is , just like the Tourelles' bridge, considered a plain area and has a capacity of 2.



If you own the Village Pack expansion, you can replace this overlay with the Wooden Bridge miniature.

INCENDIARY BOAT
The French player can set fire to the Tourelles bridge by spending 3 ⊗.

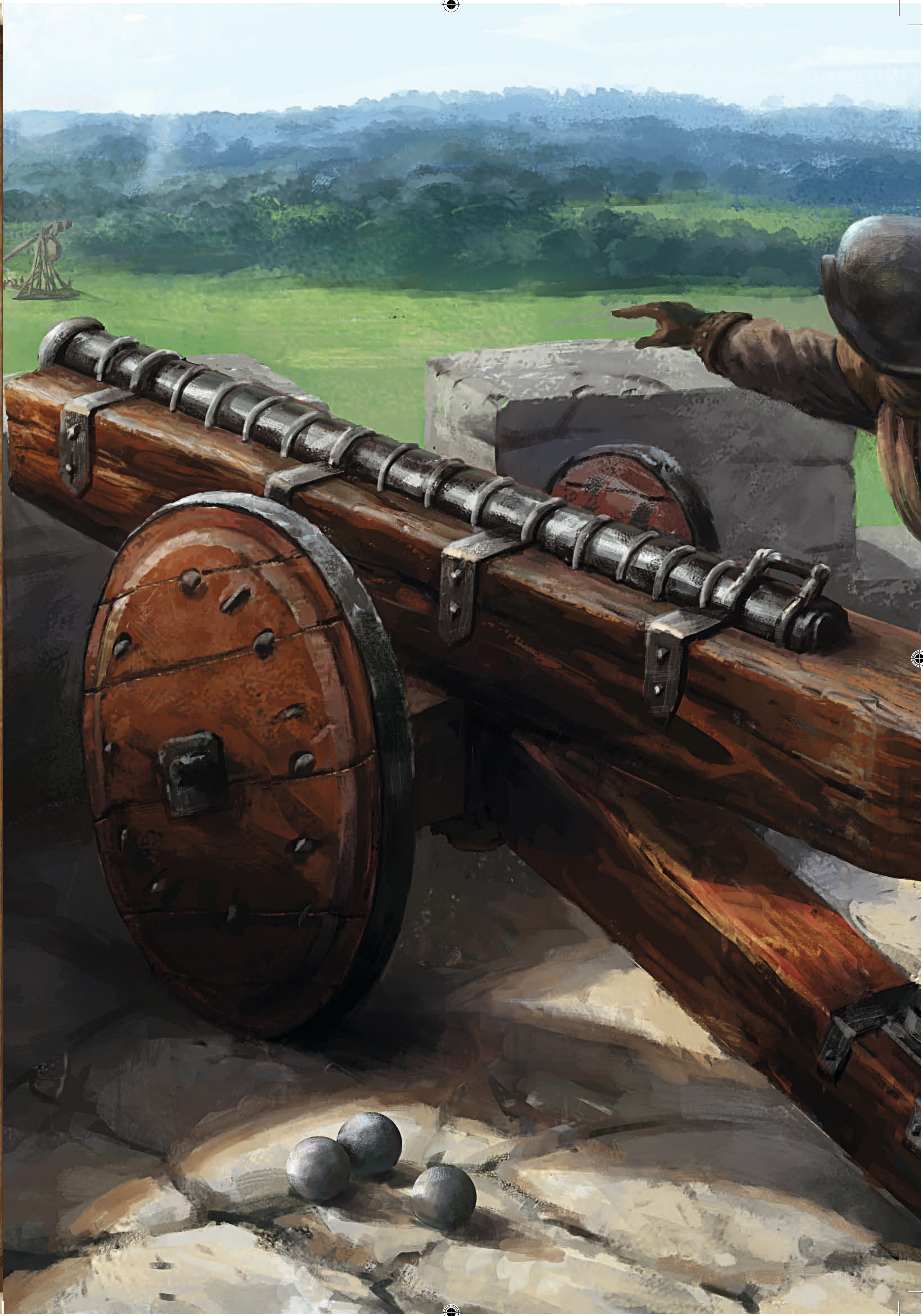


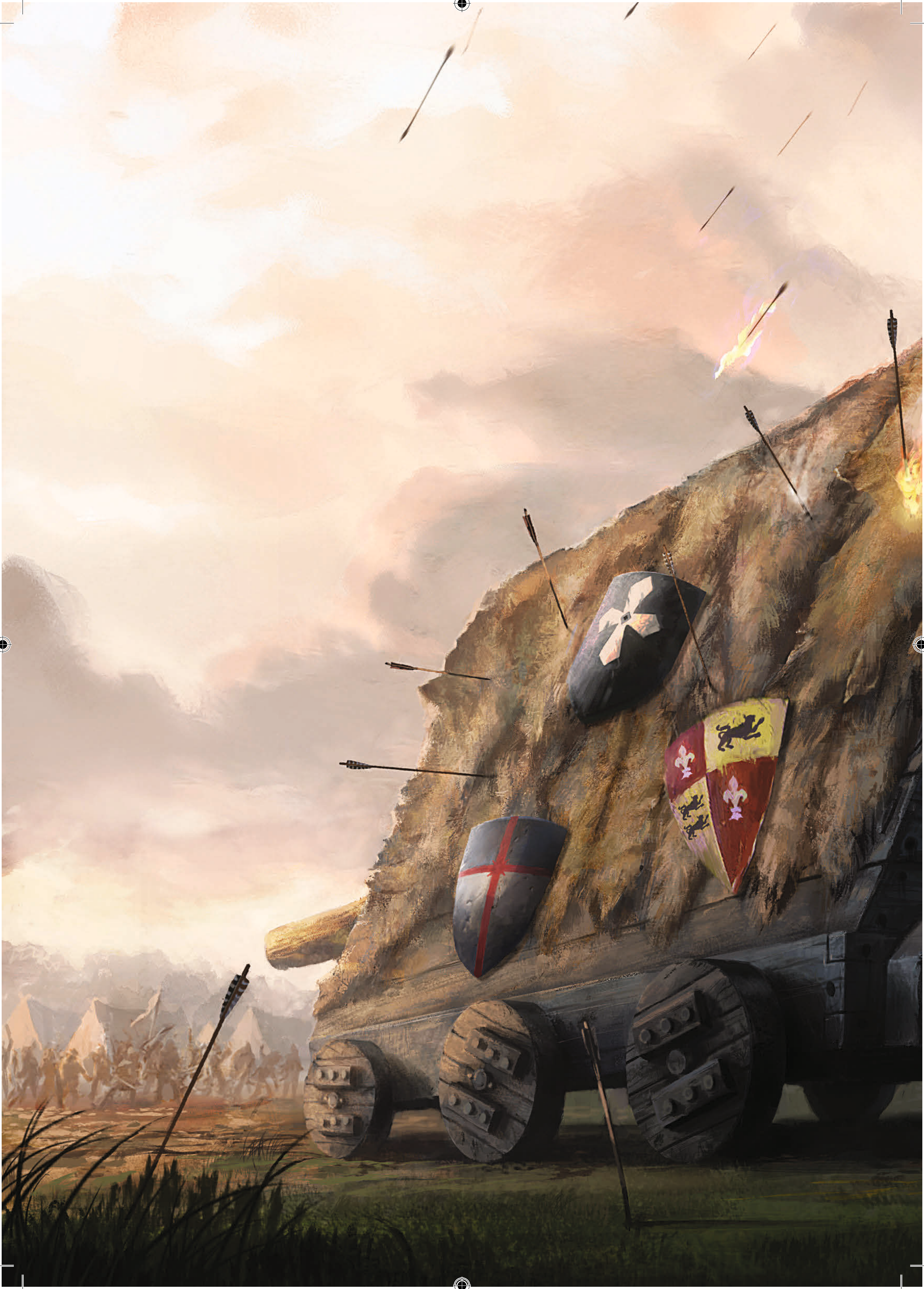
If a unit tries to cross the bridge while it is burning, it must roll a yellow dice:

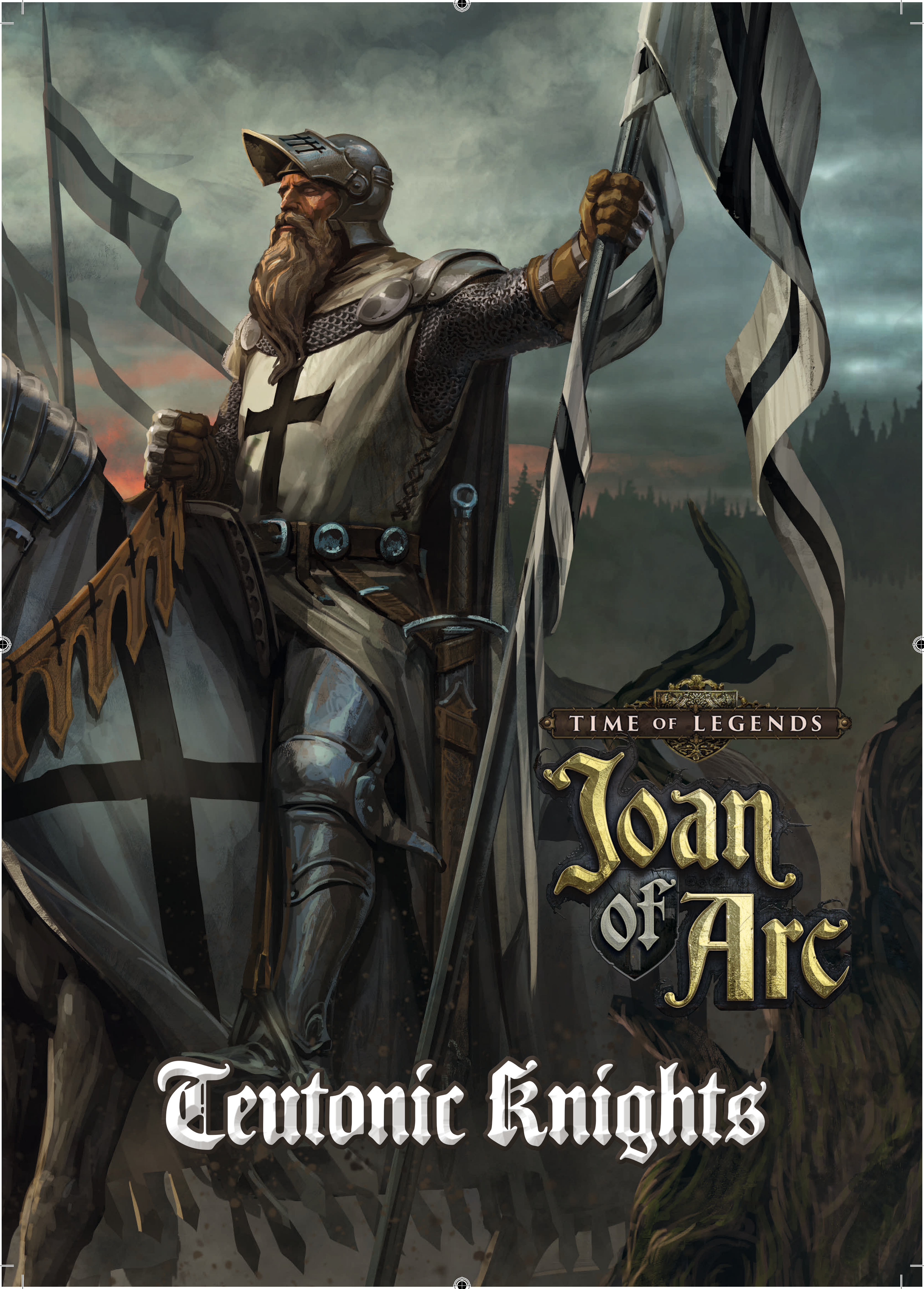
- On a blank result, the unit is destroyed. If the unit is a Character, it suffers 1 Wound.
- On any other result, nothing happens.

JOAN OF ARC'S PRAYERS
If *Joan of Arc* prays while in the area containing the shrine she gains 1 additional ●.

NO CIVILIANS
There are no Civilians in this scenario, only units from their respective armies. As such, it is not possible to perform a Discussion with the Apothecary.







TIME OF LEGENDS
Joan of Arc

Teutonic Knights

TIME OF LEGENDS

Joan of Arc™

Table of Contents

OF FIRE AND THUNDER........................ 212

THE BATTLE OF STREVA........................ 216

RAIDING A PAGAN BANQUET............... 218

THE WYVERN... 220

THE GREAT FERRÉ................................ 224

THE BATTLE OF AURAY......................... 226

THE EMISSARY OF THE DEVIL............ 228

TANNENBERG.. 232

THE BATTLE OF KONITZ...................... 234

Welcome, valiant knights!

Prepare to head further east and meet the Teutonic Knights. Clad in their distinctive black cross and white tunic, this military order of monastic knights was formed during the Crusades with the mission to aid Christians on their pilgrimages to the Holy Land. Now, several centuries later, the Teutonic Knights have established a powerful state of their own in Central Europe.

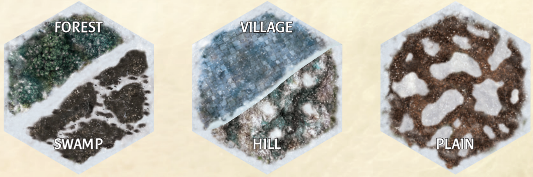
Initially allies of the Poles, it currently campaigns against them and against the Grand Duchy of Lithuania in legendary battles taking place at the very time that France and England battle in the Hundred Years' War. Get ready to relive these battles through five epic scenarios that will see you face icy winters, cross frozen rivers, and meet pagan creatures and gods... Choose your side and make your swords talk!

This expansion does not reside entirely in the east, however, and you will also find four new scenarios set in the Hundred Years' War. These feature a mix of both the historical and the mythical in true Time of Legends style. In all, there are nine new scenarios for you to play in the Teutonic Knights expansion, each one developed specifically with the evolved 1.5 rules.

So, what are you waiting for? It's time to rewrite history!

Snow tiles

Snow-covered terrain has the same effect as the equivalent standard terrain, but with 1 less maximum capacity.



Number of players

2

★

Difficulty

★	Easy
★★	Medium
★★★	Hard

Lithuanian

Teutonic

Polish

Credits

Game Designer: Pascal Bernard

Game Developers: Patrick Receveur & The Mythic Team

Historical Army Lists Developer: Hervé Caille, Pierre Soriot

Artwork: Bayard Wu, Stefan Kopinski, Stéphane Gantiez, Christophe Madura, Nicolas Jamme, David Demare, Solène Chastang, Juliette Pompanon

Tile Artist: Charles "Carl Art" Salom

Sculptors: Arnaud Boudoiron, Irek Zielinski, Olivier Thill, Grégory Clavilier

Studio Miniatures Painter: Sébastien Lavigne

Tour of Legends Contributors: Andy Cahard, Pierre-Alexandre Vigor, Vincent-Thierry Savidan, Ben & Peps, Romain Delavie, Mike Monnier, Pascal Vanpée, Gaël Taché, Mathieu Giroux, Jérôme Petit, Rodolphe Chambonnaud, Olivier Côte-Petit, Loïck Grimaud, Nicolas Lamberti, Stéphane Gérard, Florian Rambur

Communication Manager: Az Drummond

US Press Manager: Jenny Bendel

Art Directors: Stéphane Gantiez, David Rakoto

Graphic Assistants: Julien Fenoglio, Jean-Luc Bernard, Sandra Tessières, Laurent Lucchini, Louis Guillon, Arnaud Marchand, Juliette Pompanon, Erwan Guellec

Rules Editors: Pascal Bernard, Patrick Receveur, Julien Borne, Yves Bernard, Jake Thornton, David Rakoto, Ben Clapperton, Mark Brendan, Anne Vétillard, Erwan Guellec

Playtesters: Nael Evain, Matthieu Mignon, Chloé Cheillan, Inès Jérôme Chouqi, Léa Lescuyer, Louis Guillon, Phillipe Villé, Erwan Guellec, Pierre Soriot and over 2000 people during our Tour of Legends!

Translators: Sylvain Broche, Anne Vétillard, Julien Fenoglio, Jean-Luc Bernard, Erwan Guellec

Localisation Manager : Anne Vétillard

Proofreaders: Norbert Schmitt, Francesco Mariottini, Mathew Somers, Laurent Mussot, Marc Caldéré, Bruno Cailloux, Ben Clapperton, Ella Colles, Thomas Giraud, Erwan Guellec, Heidi Lajos and all of the backers who helped us proofread the rules!

Scenario Writers: Pascal Bernard, Patrick Receveur, Ben & Peps, Inès Jérôme Chouqi, Romain Delavie, Vincent-Thierry Savidan, Phillipe Villé, Erwan Guellec

Flavour Texts: Patrick Receveur, Erwan Guellec

Miniature Preproduction: Laurent Levi, Aurélien Diot

Production Manager: Erwann Le Torrivellec

Sculptors and Artists Supervisor: Stéphane Gantiez

Publishers: Benoit Vogt & Léonidas Vesperini

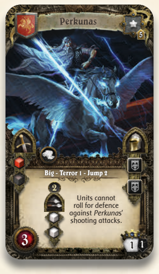
A huge thank you to our 11,195 backers
who made this project a reality!

Of Fire and Thunder

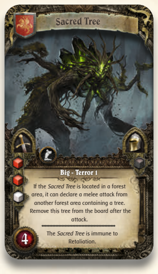
- September 4th, 1346 - August 3rd, 1347 -

During their campaign against the ungodly, the Teutonic forces led by Winrich von Kniprode are standing before a very unsettling forest. Inside, ancient rituals are performed to invoke false gods, seemingly protected by the forest itself. Only purification by fire will end those barbarian practices.

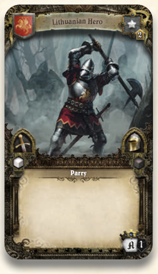
Lithuanian player



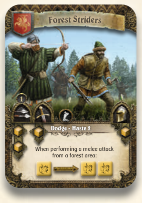
Perkunas (See Special Rule)


Sacred Tree

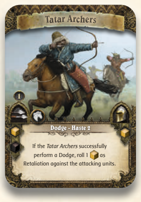
Sacred tree


Lithuanian Hero

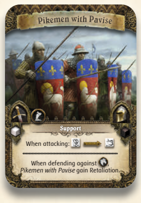
Lithuanian hero


Forest Striders

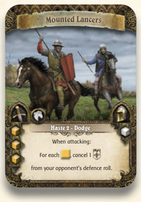
4 Forest striders


Tatar Archers

2 Tatar archers

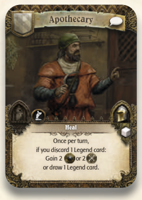

Pikemen with Pavise

2 Pikemen with pavise

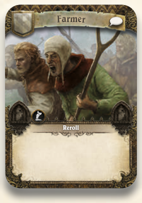

Mounted Lancers

2 Mounted lancers

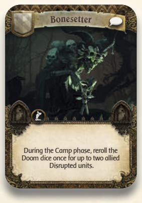
Civilians


Apothecary

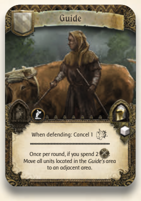
Apothecary



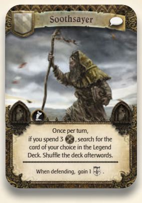
Farmer


Bonesetter

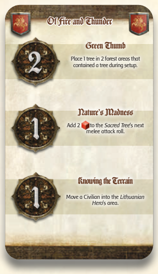
Bonesetter



Guide


Soothsayer

Soothsayer



Of Fire and Thunder

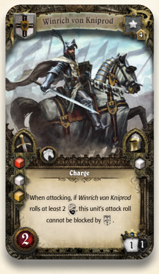
2 Green Thumb
Place 1 tree in 2 forest areas that contained a tree during setup.

1 Nature's Madness
Add 2 🟥 to the *Sacred Tree*'s next melee attack roll.

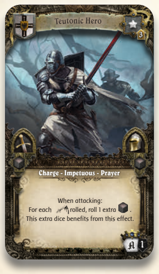
1 Knowing the Terrain
Move a Civilian into the *Lithuanian Hero*'s area.

Intrigue

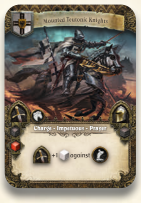
Teutonic player


Winrich von Kniprod

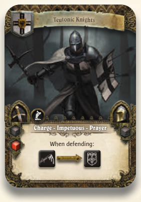
Winrich von Kniprode


Teutonic Hero

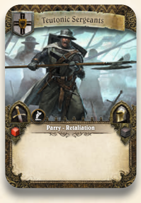
Teutonic hero


Mounted Teutonic Knights

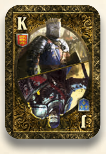
3 Mounted teutonic knights

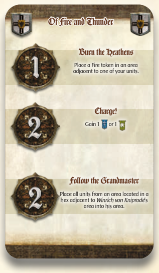

Teutonic Knights

3 Teutonic knights


Teutonic Sergeants

4 Teutonic sergeants





Of Fire and Thunder

1 Burn the Heathens
Place a Fire token in an area adjacent to one of your units.

2 Charge!
Gain 1 or 1

2 Follow the Grandmaster
Place all units from an area located in a hex adjacent to *Winrich von Kniprode*'s area into his area.

Intrigue

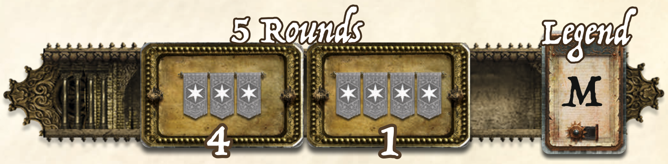
Victory conditions

The Teutonic side wins the game if:

- 3 Civilians are destroyed before *Perkunas* has been summoned (see **Perkunas Summoning Ritual** special rule).
- *Perkunas* is destroyed or disrupted at any point during the game.
- 8 trees are destroyed at any point during the game.
- *Perkunas* has not been summoned before the end of the 5th round.

The Lithuanian side wins the game if:

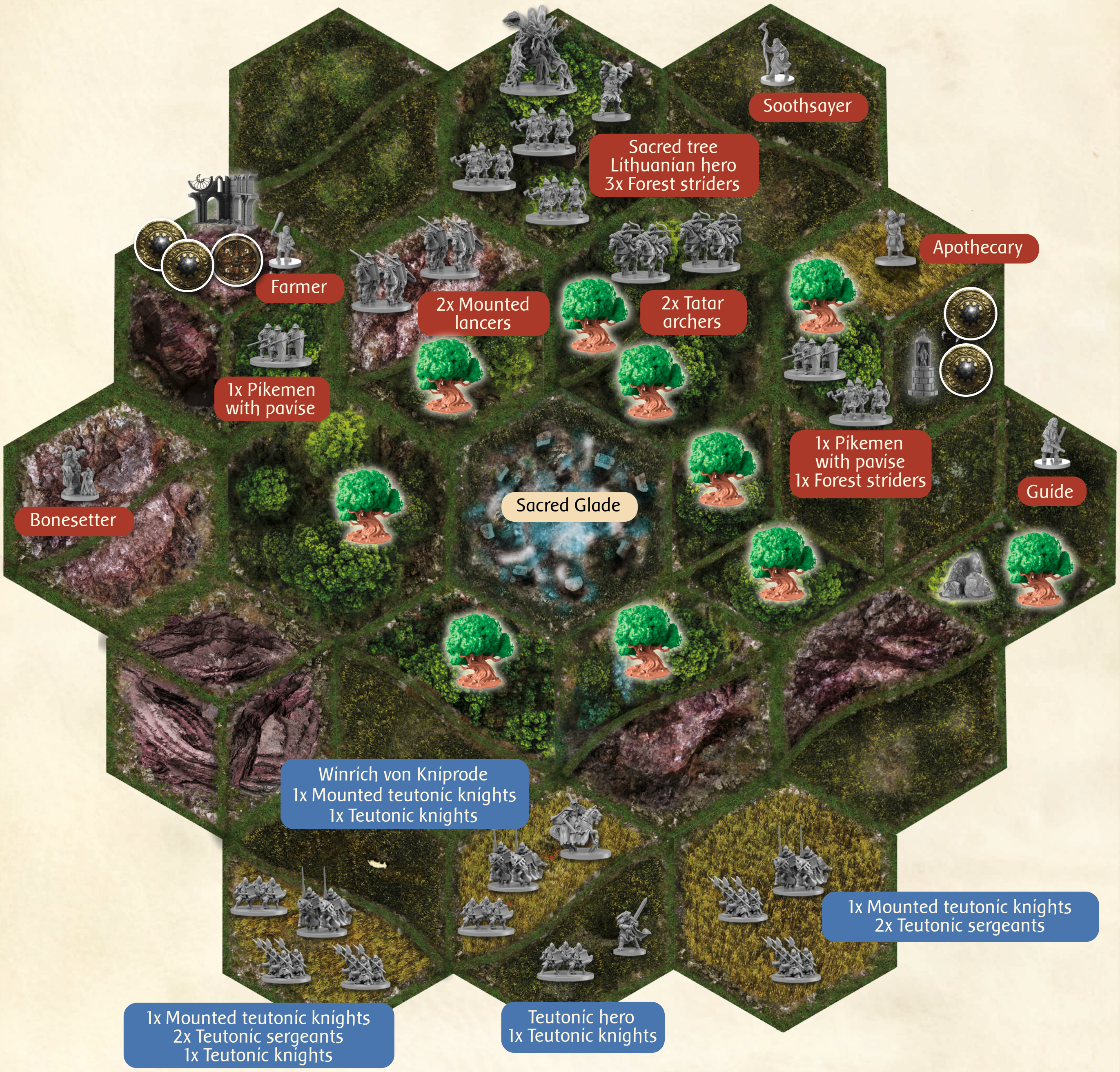
- Both Teutonic Characters are destroyed, or disrupted, at the end of the 5th round.
- *Perkunas* is on the game board at the end of the 5th round.

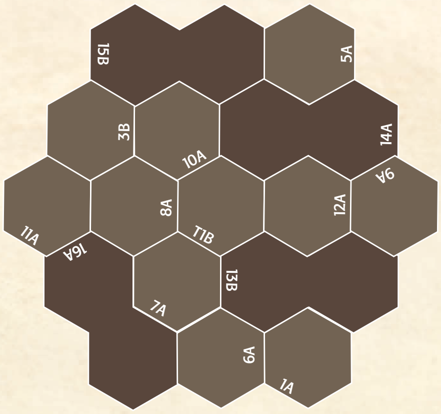

5 Rounds
Legend
4
1
M

Rewards

- 1 ⊗ for each destroyed enemy unit.
- 2 ⊗ for each destroyed *Teutonic knights* or *Mounted teutonic knights* unit.
- 3 ⊗ for each destroyed enemy Character.

Scenario tiles: 1, 3, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, T1


Soothsayer
Sacred tree
Lithuanian hero
3x Forest striders
Apothecary
Farmer
2x Mounted lancers
2x Tatar archers
1x Pikemen with pavise
1x Pikemen with pavise
1x Forest striders
Guide
Bonesetter
Sacred Glade
Winrich von Kniprode
1x Mounted teutonic knights
1x Teutonic knights
1x Mounted teutonic knights
2x Teutonic sergeants
1x Mounted teutonic knights
2x Teutonic sergeants
1x Teutonic knights
Teutonic hero
1x Teutonic knights


15B
5A
3B
10A
14A
9A
11A
8A
T1B
12A
16A
13B
7A
6A
1A

Special rules

HEATHEN CLEARING

Units from the Teutonic side cannot move into the sacred glade in this scenario.

CIVILIANS

In this scenario, all Civilians are considered units from the Lithuanian side. They don't have any powers or skills.

You cannot perform a Discussion action in this scenario.

PERKUNAS SUMMONING RITUAL

When a Civilian moves into the sacred glade area, remove it from play. The Lithuanian player gains 1 ●. Once 3 Civilians have been removed from the game following this method, the Summoning ritual is complete: place *Perkunas* in the sacred glade area, under the Lithuanian player's control.

The Lithuanian player also immediately gains 1 Command Order.

WITCH HUNT

The Teutonic player gains 1 ● for each destroyed Civilian.

INCENDIARY

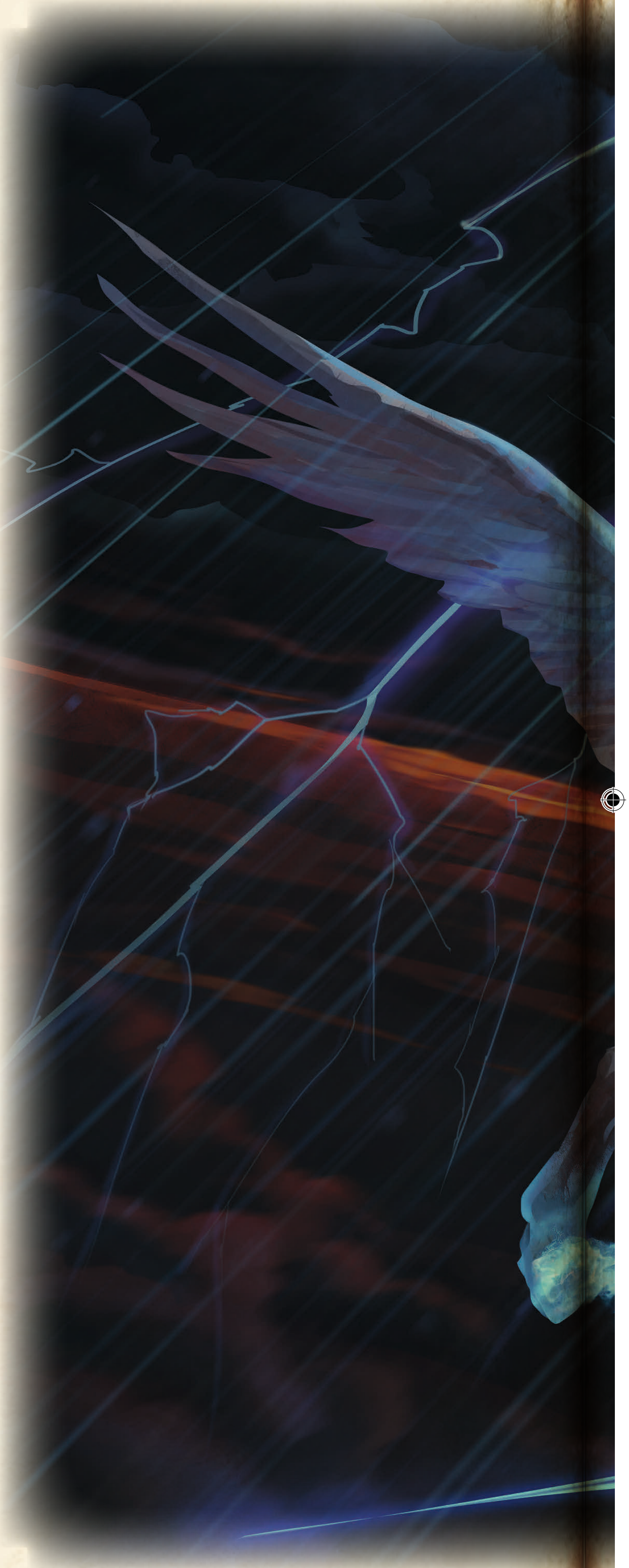
All Teutonic units can place a Fire token in their area before moving one area, at the cost of an action.

PAGAN RITES

When a unit from the Teutonic side enters the ruins' area or the shrine's area, its owner immediately gains the resources located in said area.

TEUTONIC FERVOR

At the cost of 2 ●, the Teutonic player may transform one of their Command Orders into a Charge Order during their turn, as a player action.

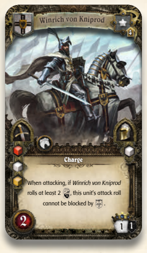


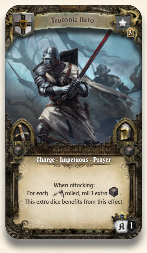
The Battle of Streva

February 2nd, 1348

Winrich von Kniprode uses a truce in the Hundred Years' War to recruit French and English knights to unite under his banner for a campaign. Reinforced with this heavy cavalry, he launches a knighthood in Lithuania. Full of loot but far from their base, the Teutonics harassed by enemy light cavalry troops find themselves stranded on the Streva, a small river which has frozen over, and the Teutonics must pass at all costs. After a final prayer to Mary, under a shower of arrows and galloping on the ice, the knights of the Order attempt a violent and decisive breakthrough.

Teutonic player


Winrich von Kniprode


Teutonic hero

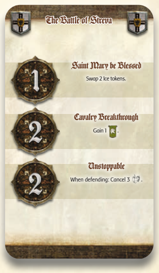
2 Mercenary cavalry

2 Mounted teutonic knights

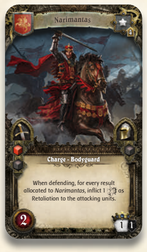
2 Teutonic sergeants

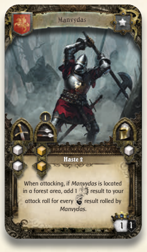
2 Teutonic knights

2 Pikemen with pavise


The Battle of Streva
1
Saint Mary be Blessed
Swap 2 Ice tokens.
2
Cavalry Breakthrough
Gain 1
2
Unstoppable
When defending: Cancel 3
Intrigue

Lithuanian player


Narimantas


Manvydas

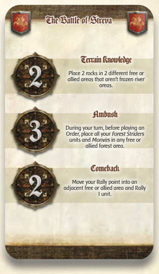
3 Forest striders

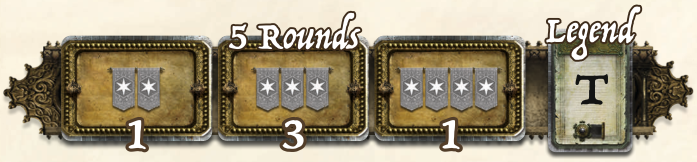
2 Tatar archers

2 Mounted lancers

4 Light infantry

2 Lithuanian heavy cavalry


The Battle of Streva
2
Terrain Knowledge
Place 2 rocks in 2 different free or allied areas that aren't frozen river areas.
3
Ambush
During your turn, before playing an Order, place all your Forest Striders units and Manvydas in any free or allied forest areas.
2
Comeback
Move your Rally point into an adjacent free or allied area and Rally 1 unit.
Intrigue


5 Rounds
Legend
1
3
1
T

Victory conditions

The Teutonic side gains Victory Points for each unit that escapes the battlefield (see Escape point special rule):

- 1 Victory Point for each troop
- 2 Victory Points for each Character
- 4 Victory Points for the *Wagon*

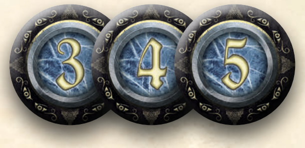
If the Teutonic side reaches 4 Victory Points before the end of the 5th round, they win the game.
If the Teutonic side hasn't won the game by the end of the 5th round, the Lithuanian side wins the game.

Rewards

- 1 ⊗ for each destroyed enemy troop.
- 2 ⊗ for each destroyed enemy Character, or if the enemy Wagon is destroyed.

Special rules

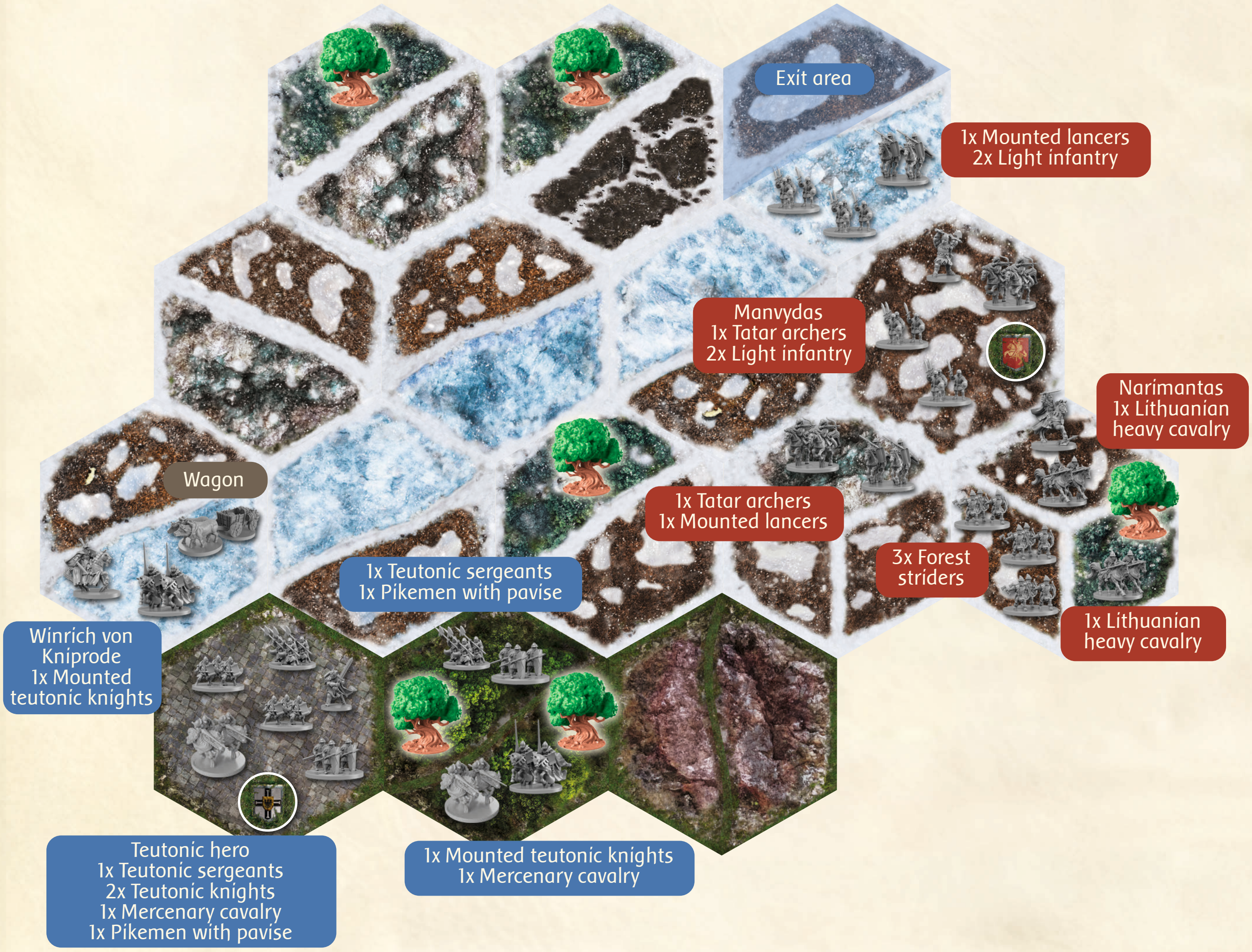
ESCAPE POINT
All units from the Teutonic side can escape the battlefield when entering the exit area (see setup map). When a unit from the Teutonic side enters the exit area, remove it from the game board. The Teutonic side then wins Victory Points based on the unit that was removed from play (see Victory conditions).

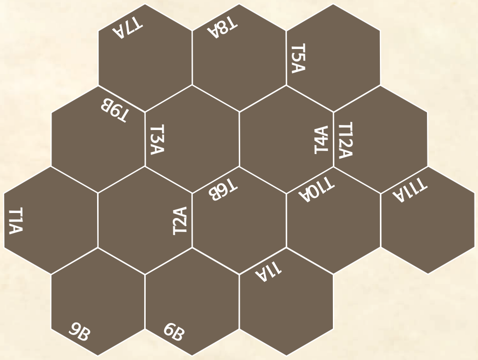


SETUP
During setup, shuffle the Ice tokens face down, and place one in every frozen river area. Reveal all tokens afterwards.

FROZEN RIVER
Each frozen river area holds an Ice token. The value shown on each token indicates the ice's resistance. If a number of units greater than the token's value performs a movement action into a frozen river area, after said movement, place as many units as needed in the infirmary until their numbers are equal to the token's value.
Units pushed into a frozen river area that already has reached maximum capacity are immediately placed in the infirmary.

Scenario tiles: 6, 9, 11, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12


Exit area
1x Mounted lancers
2x Light infantry
Manvydas
1x Tatar archers
2x Light infantry
Narimantas
1x Lithuanian heavy cavalry
Wagon
1x Tatar archers
1x Mounted lancers
3x Forest striders
1x Teutonic sergeants
1x Pikemen with pavise
Winrich von Kniprode
1x Mounted teutonic knights
1x Lithuanian heavy cavalry
Teutonic hero
1x Teutonic sergeants
2x Teutonic knights
1x Mercenary cavalry
1x Pikemen with pavise
1x Mounted teutonic knights
1x Mercenary cavalry


T7A
T8A
T5A
T9B
T3A
T4A
T12A
T1A
T2A
T6B
T10A
T11A
11A
9B
6B

WAGON

In this scenario, the *Wagon* counts as a unit from the Teutonic side. It occupies 1 space in its area, and rolls 1 ■ when defending.

The *Wagon* cannot perform more than 2 movement actions per round. It is destroyed if it suffers a ⚔ or ☻ result. The *Wagon* can suffer ⚔ results.

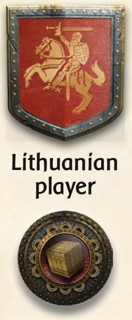
INTRIGUES

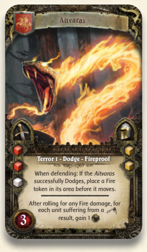
In this scenario, Intrigue can be activated using ⊗.

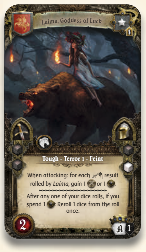
Raiding a Pagan Banquet

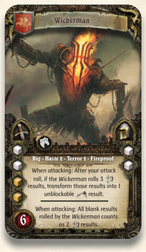
December 11th, 1348

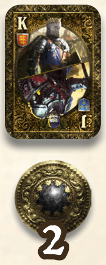
The Teutonic forces, lost in the cold in unknown territory, are short on resources and food. Dancing lights and chanting emanate from the nearby woods, attracting the knights' attention. Between the trees, a huge banquet is being held, thanking pagans gods for their blessings with mighty servings of food. Pushed by their hunger, the Teutonic knights ready their weapons and march towards the small village, not only to cull the heathens, but also to get their hands on their supplies...

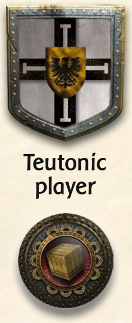

Lithuanian player

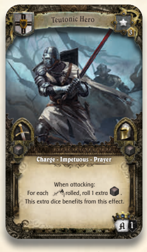

Aitvaras

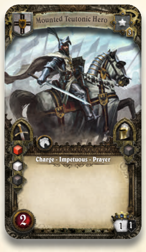

Laima, Goddess of Luck

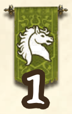

Wickerman

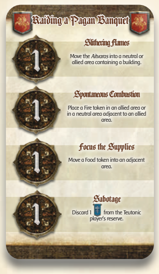


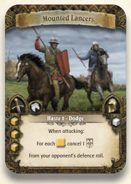

Teutonic player

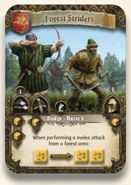

Teutonic hero

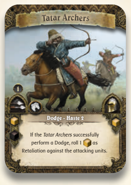

Mounted teutonic hero

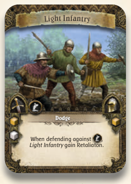


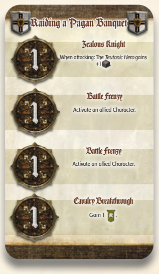

Intrigue

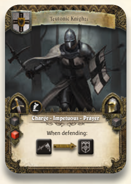

2 Mounted lancers

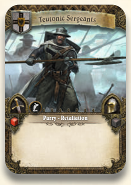

4 Forest striders

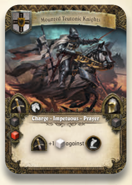

2 Tatar archers

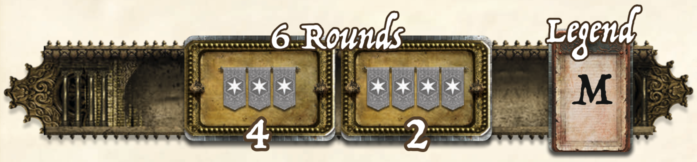

3 Light infantry

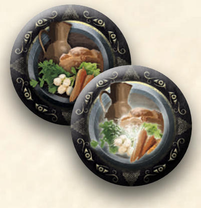

Intrigue


4 Teutonic knights


3 Teutonic sergeants


3 Mounted teutonic knights




Food and Blessed Food

Victory conditions

The Lithuanian player wins the game if at least 1 of these conditions is met at any point during the game:

- Both Teutonic Characters are Destroyed.
- Have 1 Blessed Food token in each of the 3 objective areas of the game board (see Offering to the Gods special rule).
- The Teutonic player hasn't fulfilled their victory conditions by the end of the 6th round.

The Teutonic player wins the game if at least 1 of these conditions is met at any point during the game:

- The *Aitvaras* and *Laima, Goddess of Luck* are destroyed.
- 3 Food or Blessed Food tokens have been placed in the area containing the Teutonic player's Rally point.
- Both houses and both cottages from the village have been pillaged (see Pagan Pillaging special rule).

Rewards

- 1 ● for each destroyed enemy troop.
- 2 ● for each destroyed enemy Character.

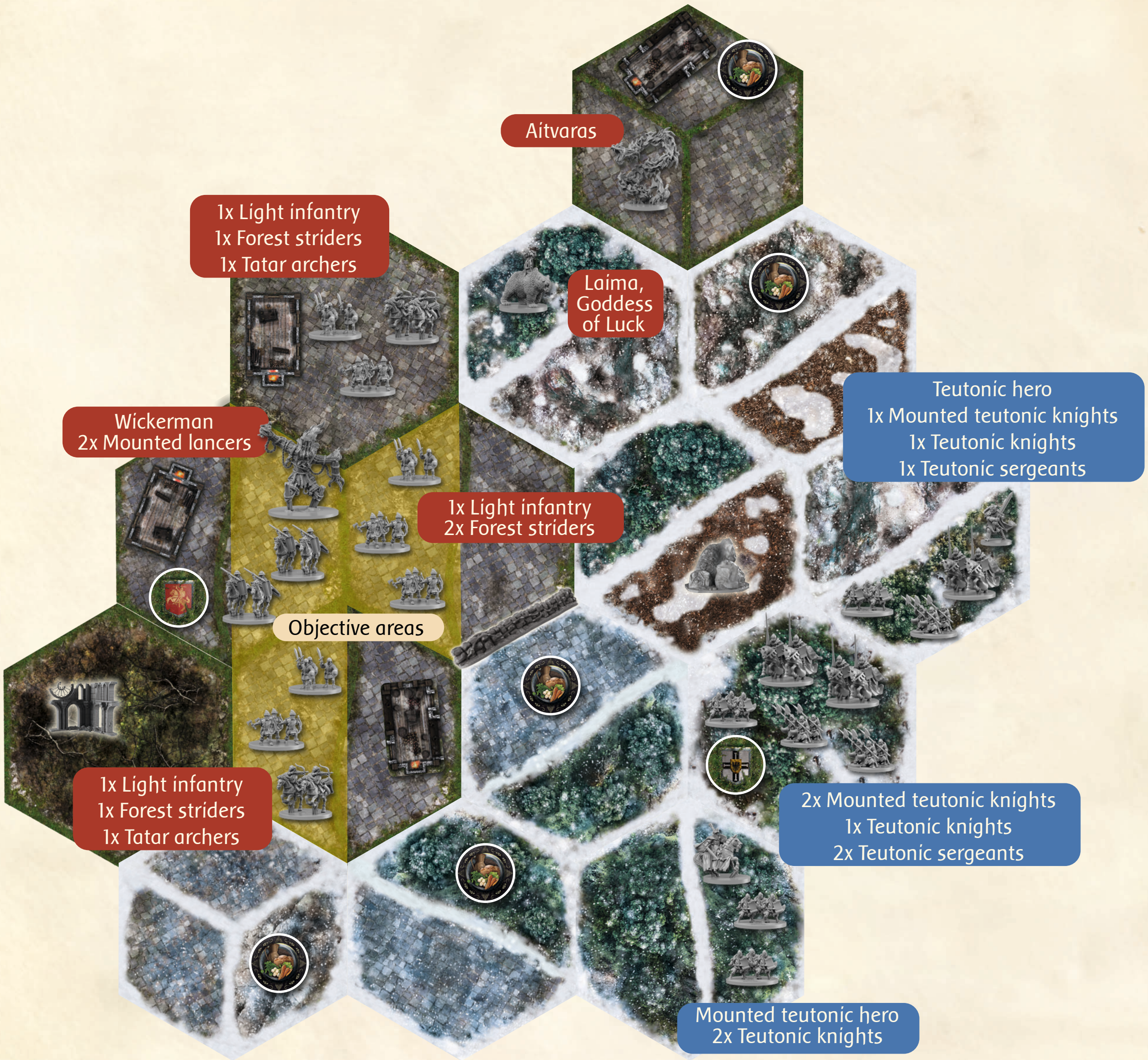
Special rules

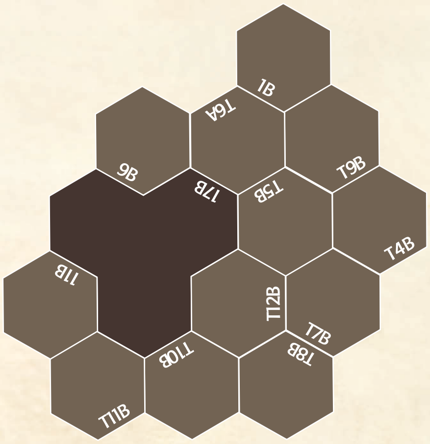
OFFERING TO THE GODS

Laima, Goddess of Luck can Bless a Food token located in her area as a bonus action. Flip the token to its Blessed Food side. The Lithuanian player then gains 1 ●.

A Food or Blessed Food token occupies one space in its area. When a Food token is placed in the area containing the Teutonic Rally point, remove it from the game. The Teutonic player then gains 1 ●.

Scenario tiles: 1, 9, 11, 17, T4, T5, T6, T7, T8, T9, T10, T11, T12


Aitvaras
1x Light infantry
1x Forest striders
1x Tatar archers
Laima, Goddess of Luck
Teutonic hero
1x Mounted teutonic knights
1x Teutonic knights
1x Teutonic sergeants
Wickerman
2x Mounted lancers
1x Light infantry
2x Forest striders
Objective areas
1x Light infantry
1x Forest striders
1x Tatar archers
2x Mounted teutonic knights
1x Teutonic knights
2x Teutonic sergeants
Mounted teutonic hero
2x Teutonic knights


1B
T6A
9B
17B
T5B
T9B
T4B
11B
T12B
T7B
T8B
T10B
T11B

THE SLEEPING GUARDIAN

At the beginning of the game, the *Wickerman* is sleeping and cannot be activated. The *Wickerman* is awake while at least 1 Blessed Food token is located in one of the 3 Objective areas on the map (see setup diagram). If all Blessed Food tokens are removed from the Objective areas, the *Wickerman* falls back asleep, and cannot be activated anymore.

NEW SPECIAL ACTION: MOVING FOOD

All units can perform the Move Food action in this scenario: At the cost of an action, a unit can move into an adjacent area, taking a Food or Blessed Food token located in its area with it. The area they move into must be able to contain both the unit and the token.

SURPRISE ATTACK

During the first round of the game, the Lithuanian side gains one less Command Order than the value shown on the Round card.

PAGAN PILLAGING

When a unit from the Teutonic side moves into an area containing a building and no Pillage token, place a Pillage token in the area. The Teutonic player gains 1 ●.

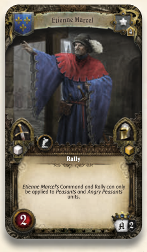
2

The Wyvern

April 22th, 1356

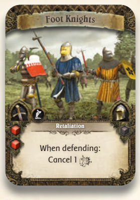
Hidden in the swamplands for years, the legendary Wyvern leaves its den one day to satiate its appetite, feeding on the locals. Terrorized for weeks now, the few remaining survivors enlist Etienne Marcel's help to organize their defences and plan a counter-offensive, ridding their lands of the beast feasting on their comrades.

Holy player



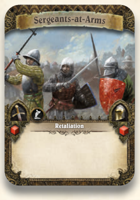
Etienne Marcel's Command and Rally can only be applied to *Peasants* and *Angry Peasants* units.

Etienne Marcel

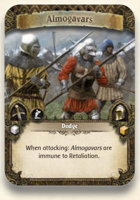


When defending: Cancel 1.

2 Foot knights

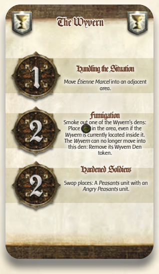


2 Sergeants-at-arms



When attacking: *Almogavars* are immune to Retaliation.

2 Almogavars



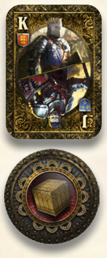
The Wyvern

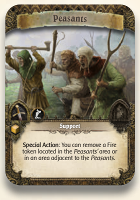
1 **Handling the Situation**
Move *Étienne Marcel* into an adjacent area.

2 **Fumigation**
Smoke out one of the Wyvern's dens: Place in the area, even if the *Wyvern* is currently located inside it. The *Wyvern* can no longer move into this den: Remove its Wyvern Den token.

2 **Hardened Soldiers**
Swap places: A *Peasants* unit with an *Angry Peasants* unit.

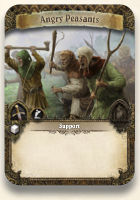
Intrigue



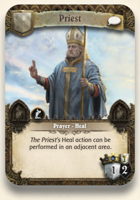


Special Action: You can remove a Fire token located in the *Peasants'* area or in an area adjacent to the *Peasants*.

3 Peasants



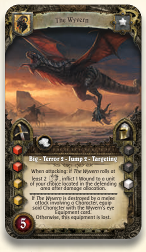
3 Angry peasants



The Priest's Heal action can be performed in an adjacent area.

Priest

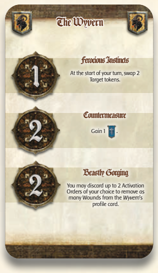
Unholy player



When attacking: if *The Wyvern* rolls at least 2, inflict 1 Wound to a unit of your choice located in the defending area after damage allocation.

If *The Wyvern* is destroyed by a melee attack involving a Character, equip said Character with the Wyvern's eye Equipment card. Otherwise, this equipment is lost.

The Wyvern



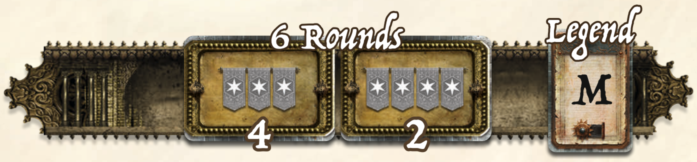
The Wyvern

1 **Ferocious Instincts**
At the start of your turn, swap 2 Target tokens.

2 **Countermeasure**
Gain 1.

2 **Beastly Gorging**
You may discard up to 2 Activation Orders of your choice to remove as many Wounds from the *Wyvern*'s profile card.

Intrigue



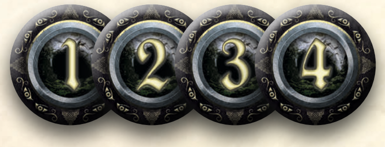
Victory conditions

The side with the most Victory Points by the end of the 6th round, or when the last *Peasants* and *Angry peasants* units are destroyed, wins the game.

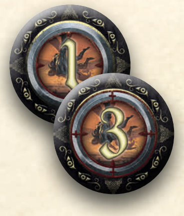
The Holy side immediately wins the game if the *Wyvern* is destroyed or Disrupted.

If both sides have the same amount of Victory Points at the end of the game, the game results in a tie.

Setup

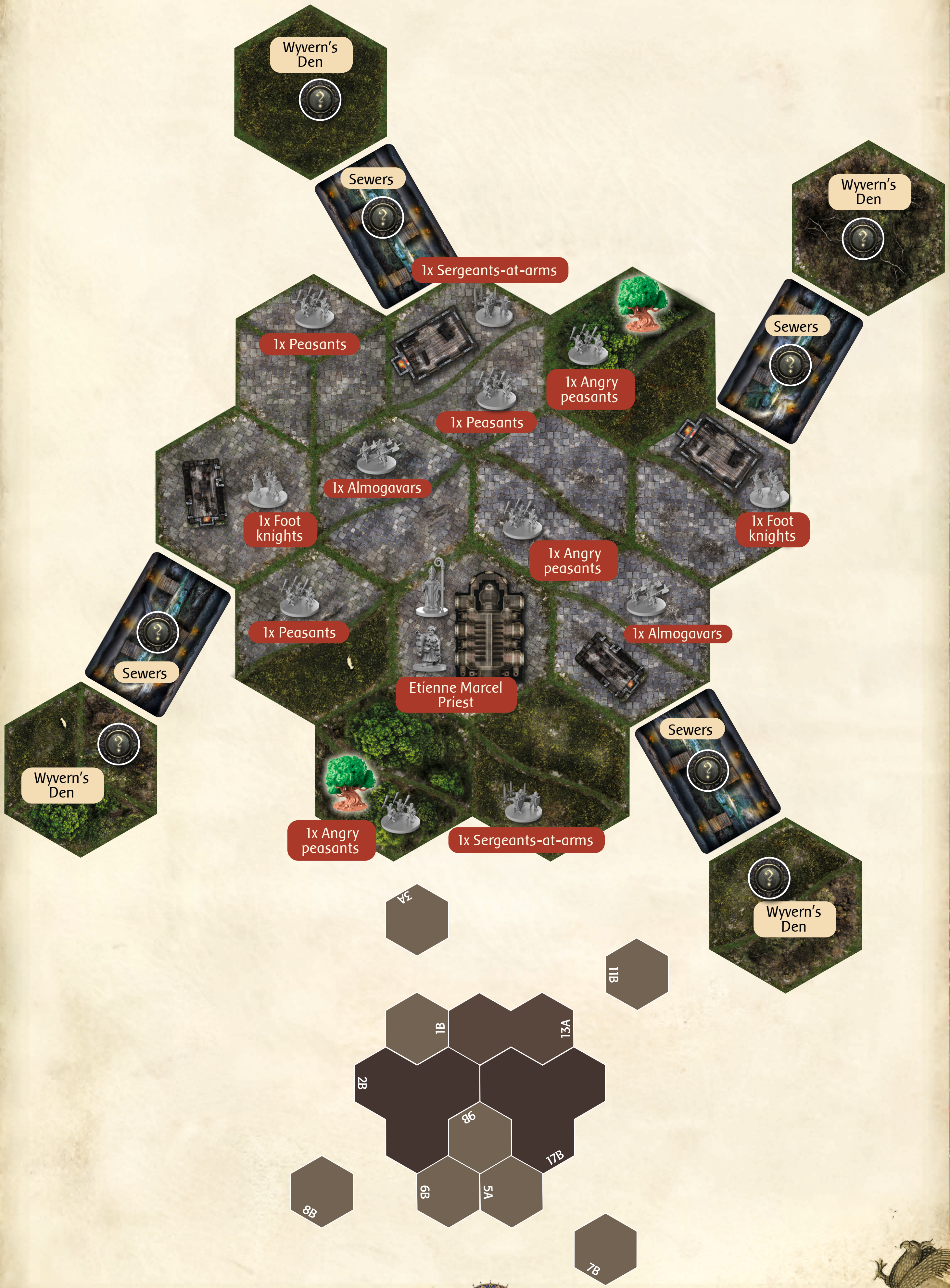


Take all 8 Wyvern Den tokens (4 pairs of identical tokens) and split them into 2 piles of 4 different tokens. Randomly place, face up, all tokens from 1 of the piles in all the Wyvern's Den areas. Randomly place, face down, the remaining 4 tokens in the 4 Sewers areas.



The *Wyvern* side places its 3 Target tokens (2 Minor Targets, 1 Major Target) on different *Peasants* or *Angry peasants* units. They then place the *Wyvern* in a Wyvern's Den area. Place any token in its area, which will be used as a Marking token for the remainder of the game.

Scenario tiles: 1, 2, 3, 5, 6, 7, 8, 9, 11, 13, 17, 4 Sewer areas


Wyvern's Den
Sewers
1x Sergeants-at-arms
Wyvern's Den
1x Peasants
Sewers
1x Angry peasants
1x Peasants
1x Almogavars
1x Foot knights
1x Foot knights
1x Angry peasants
1x Peasants
1x Almogavars
Sewers
Etienne Marcel Priest
Sewers
Wyvern's Den
1x Angry peasants
1x Sergeants-at-arms
Wyvern's Den
3A
11B
1B
13A
2B
9B
17B
8B
6B
5A
7B

Special rules

Units cannot move into building interiors in this scenario.

WYVERN'S APPETITE

At the beginning of each round, after resolving the War Council phase, the *Wyvern* side places its 3 Target tokens (2 Minor Targets, 1 Major Target) on different *Peasants* or *Angry peasants* units.

HOLY SIDE'S TURN

When *Etienne Marcel* ends his activation or is activated in a sewers area, he can secretly look at the token located in his area, leaving it in place face down afterwards. Remove *Etienne Marcel* from the board.

At the beginning of each of the Holy side's turns, if *Etienne Marcel* is not on the board (either removed from play or destroyed / Disrupted), deploy him in the church's area.

When *Etienne Marcel* ends his movement action in an area containing at least one *Peasants* or *Angry peasants* unit, he can perform an additional movement action.

The *Wyvern* cannot allocate its attack dice results to *Peasants* or *Angry peasants* units if other eligible units are located in their area.

The church's area is the Holy side's Rally point.

WYVERN'S TURN

All Wyvern's Den areas that are destroyed, smoked out (see Fumigation Intrigue) or containing a Marking token are considered unavailable. At the end of its turn, place the *Wyvern* in any available Wyvern's Den area. Move the Marking token into the Wyvern's area.

Any *Peasants* or *Angry peasants* unit destroyed by the *Wyvern* are removed from play. Any other unit destroyed by the *Wyvern* is placed in the graveyard as usual.

If the *Wyvern* devours (destroys or Disrupts) one of its targets, it gains:

- 1 Victory Point for each devoured Minor Target
- 3 Victory Points for each devoured Major Target

The Wyvern cannot perform Gigantic attacks in this scenario.

CRYPT TILES

Only the *Wyvern* and *Etienne Marcel* can move into a sewers area in this scenario. These areas are adjacent to the closest Wyvern's Den and to the closest area containing a building. Sewers areas are all considered adjacent to one another.

TRAPS

At the end of its turn, when the *Wyvern* returns to its Den, *Etienne Marcel* can reveal a token located in a sewers area which he has already checked. If the revealed token is identical to the one located in the Wyvern's current Den, the beast falls into a trap, suffering 1 Wound. The Holy side gains 3 Victory Points and the Den is then destroyed: remove all tokens located in its area. The *Wyvern* can no longer be placed in this area for the remainder of the game.

INTRIGUE

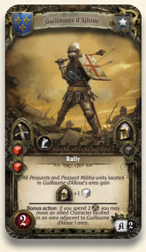
- The Holy side gains 1 ● every time one of its units is destroyed.
- The Unholy side gains 1 ● every time the *Wyvern* suffers a Wound.

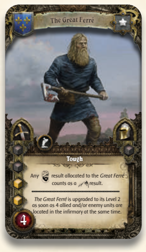
The Great Ferré

May 13th, 1359

In the city of Creil, The Great Ferré and Captain Guillaume d'Alloue defend their homes against English pillagers aiming to raid the nearby Longueil Sainte Marie manor. Armed with only their tools and their hearts, the ill-equipped peasants will try their best to defend their livelihood and their lives.
Thankfully, The Great Ferré turned out to be quite the phenomenal fighter...

French player

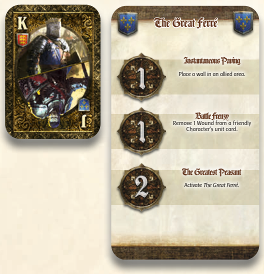

Guillaume d'Alloue


The Great Ferré

5 Provincial militia

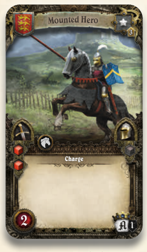
3 Militia bowmen

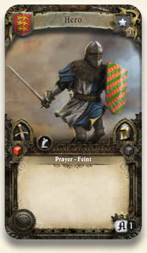
4 Peasants


The Great Ferré
1 Instantaneous Paving
Place a wall in an allied area.
1 Battle Frenzy
Remove 1 Wound from a friendly Character's unit card.
2 The Greatest Peasant
Activate *The Great Ferré*.

Intrigue

English player


Mounted hero

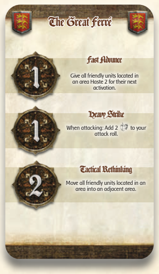

Hero

3 Sergeants-at-arms

5 Guisarmiers

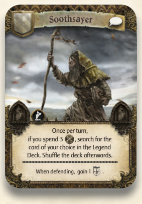
2 Mounted bowmen

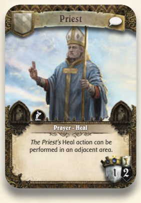
4 Light infantry

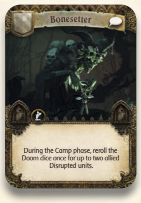

The Great Ferré
1 Fast Advance
Give all friendly units located in an area Haste 2 for their next activation.
1 Heavy Strike
When attacking: Add 2 to your attack roll.
2 Tactical Rethinking
Move all friendly units located in an area into an adjacent area.

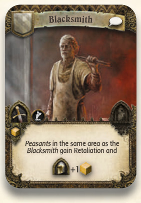
Intrigue

Civilians


Soothsayer


Priest


Bonesetter

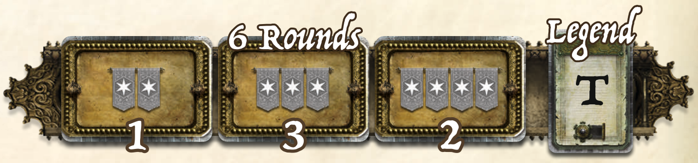

Blacksmith

Victory conditions

The English side immediately wins the game if they earn at least 17 Victory Points before the end of the 6th round.
The English side earns:

- 1 Victory Point for each destroyed enemy troop.
- 3 Victory Points for each destroyed French Character.
- 3 Victory Points for each pillaged building (see English Pillagers special rule)

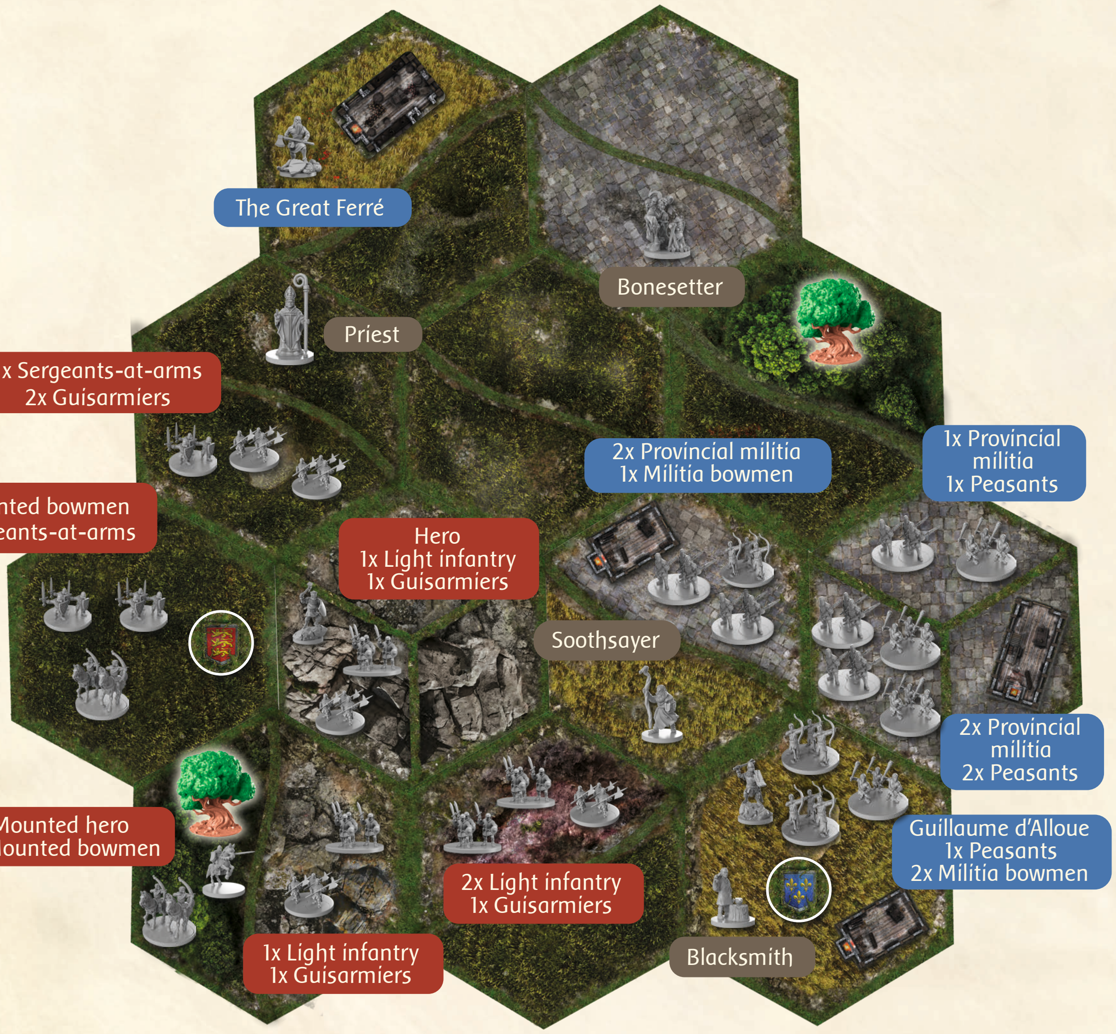
The French side wins the game if the English side hasn't fulfilled their objective by the end of the 6th round, or if 2 English Characters are destroyed at any point during the game.

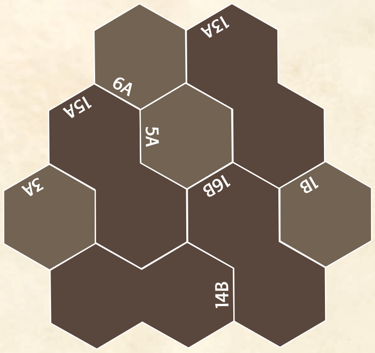


Rewards

- 1 ⊗ for each destroyed enemy troop.
- 2 ⊗ for each destroyed enemy Character.

Scenario tiles: 1, 3, 5, 6, 13, 14, 15, 16


The Great Ferré
Bonesetter
Priest
1x Sergeants-at-arms
2x Guisarmiers
2x Provincial militia
1x Militia bowmen
1x Provincial militia
1x Peasants
1x Mounted bowmen
2x Sergeants-at-arms
Hero
1x Light infantry
1x Guisarmiers
Soothsayer
2x Provincial militia
2x Peasants
Mounted hero
1x Mounted bowmen
Guillaume d'Alloue
1x Peasants
2x Militia bowmen
2x Light infantry
1x Guisarmiers
1x Light infantry
1x Guisarmiers
Blacksmith


13A
6A
15A
5A
3A
16B
1B
14B

Special rule

ENGLISH PILLAGERS

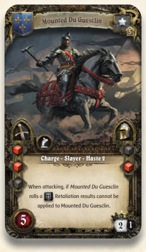
If a Character from the English side moves into or is activated in an area containing a building and no Pillage token, place a Pillage token in the area. The English player earns 3 Victory Points.

The Battle of Auray

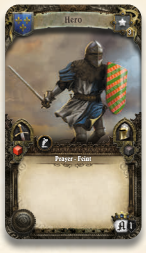
September 29th, 1364

In 1341, Jean III the Good is offered a dog, called Yoland, by a witch he saved from a lynching. It is said that this beast will only ever be faithful to the true King of Brittany. In 1364, during the war for the throne of Brittany, the last battle opposing both pretenders to the throne, Jean III of Montfort and Charles de Blois, is about to erupt. To settle things once and for all, both sides will fight to the end, showing Yoland who its rightful King truly is. The winner of this battle will rule over Brittany for years to come...

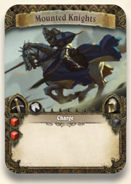
French player



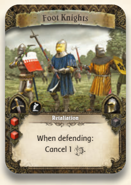
Mounted du Guesclin



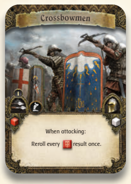
Hero



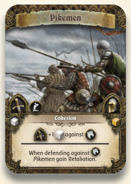
2 Mounted knights



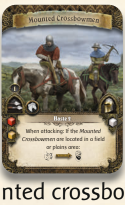
2 Foot knights



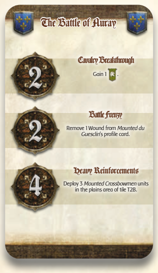
4 Crossbowmen



3 Pikemen



3 Mounted crossbowmen (see Intrigue)



The Battle of Auray

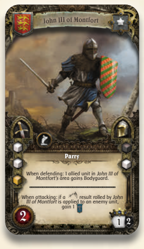
2 Cavalry Breakthrough: Gain 1 ▮.

2 Battle Frenzy: Remove 1 Wound from *Mounted du Guesclin*'s profile card.

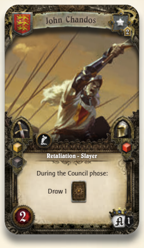
4 Heavy Reinforcements: Deploy 3 *Mounted Crossbowmen* units in the plains area of tile T2B.

Intrigue

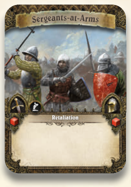
English player



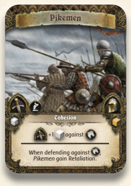
Jean III of Montfort



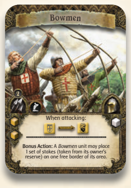
John Chandos



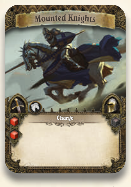
3 Sergeants-at-arms



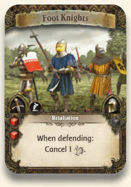
2 Pikemen



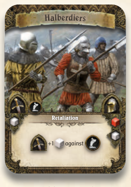
4 Bowmen



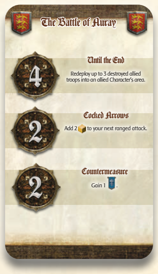
1 Mounted knights



1 Foot knights



2 Halberdiers



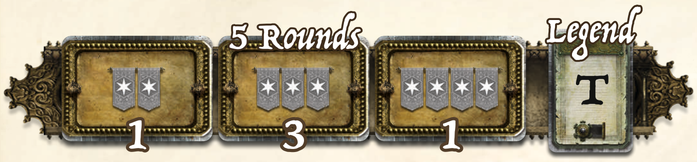
The Battle of Auray

4 Until the End: Redeploy up to 3 destroyed allied troops into an allied Character's area.

2 Cocked Arrows: Add 2 ■ to your next ranged attack.

2 Countermeasure: Gain 1 ▮.

Intrigue



Rewards

- 1 ⊗ for each destroyed enemy troop.
- 3 ⊗ for each destroyed enemy Character.

Special Rules

FOR THE THRONE!

There are no Rally points in this scenario: all Disrupted units are immediately destroyed.

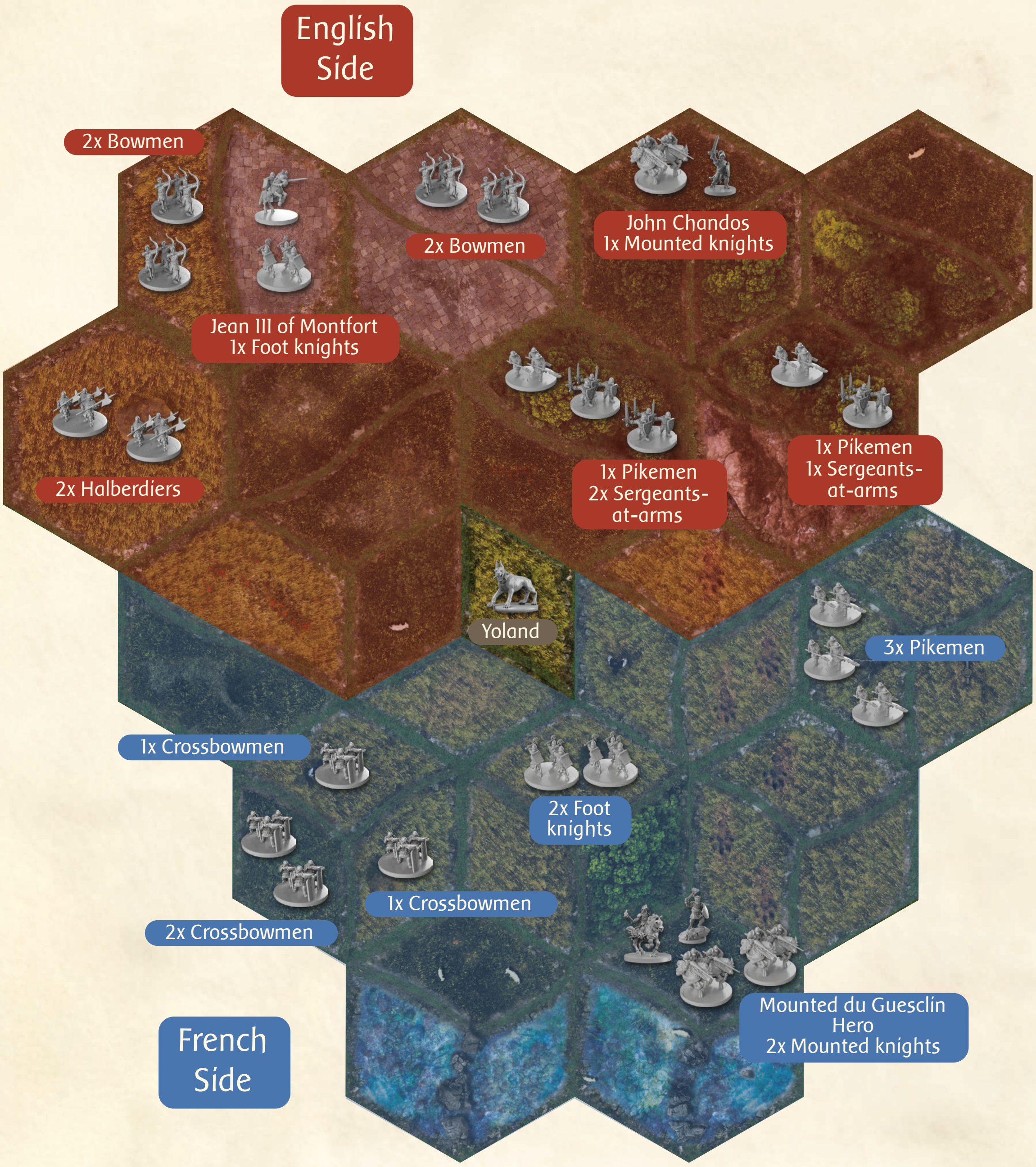
FAITHFUL COMPANION

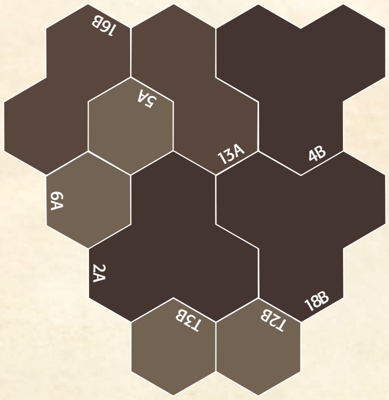
In this scenario, *Yoland* the dog is located in the middle of the battlefield (represented by a lone *War Dogs* miniature). Each time a unit is destroyed, the player who destroyed said unit can move *Yoland* into an adjacent area (Units destroyed by an attack trigger a movement from *Yoland* before units destroyed through Retaliation). Players cannot move *Yoland* into the area it was just in, and thus cannot cancel its movements.

If *Yoland* moves into an area containing units from any player's army, said player gains 1 ●.

The battlefield is split in two halves, one for each side (see setup diagram), except for *Yoland*'s starting area, which is neutral. If *Yoland* is located on a camp's side of the map at the end of the game, they win the game. If *Yoland* is located in its starting area at the end of the game, the game ends in a draw.

Scenario tiles: 2, 4, 5, 6, 13, 16, 18, T2, T3


English Side
2x Bowmen
2x Bowmen
John Chandos
1x Mounted knights
Jean III of Montfort
1x Foot knights
2x Halberdiers
1x Pikemen
2x Sergeants-at-arms
1x Pikemen
1x Sergeants-at-arms
Yoland
3x Pikemen
1x Crossbowmen
2x Foot knights
1x Crossbowmen
2x Crossbowmen
Mounted du Guesclin Hero
2x Mounted knights
French Side


16B
5A
13A
4B
6A
2A
T3B
T2B
18B

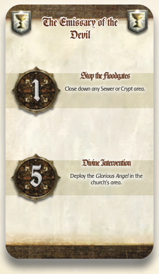
2

The Emissary of the Devil

October 2nd, 1364

Strange events have been taking place in the streets of Paris lately. Insane elderly men have been claiming to see divine beings, swarms of rats escaping the tunnels... And this strange feminine voice, echoing from the depths, beckoning men towards her. Several have already fallen for the Succubus' tricks, and she isn't planning on stopping anytime soon. It's about time someone did something to stop this. May the Heavens come to their aid.

Holy player


The Emissary of the Devil

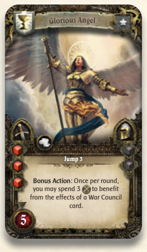
1 Stop the Floodgates

Close down any Sewer or Crypt area.

5 Divine Intervention

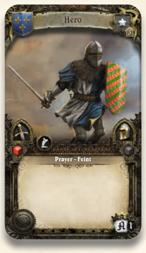
Deploy the *Glorious Angel* in the church's area.

Intrigue

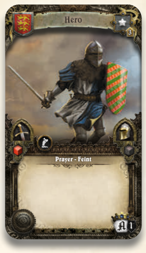


Bonus Action: Once per round, you may spend 3 to benefit from the effects of a War Council card.

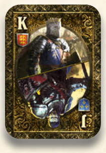
Glorious angel (see Holy Intrigue card)

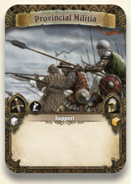


Hero

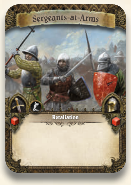


Hero

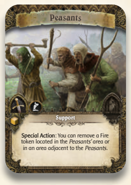




2 Provincial militia

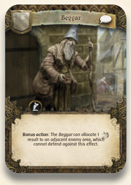


3 Sergeants-at-arms



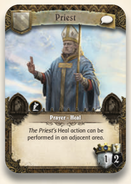
Special Action: You can remove a Fire token located in the *Peasants'* area or in an area adjacent to the *Peasants*.

4 Peasants



Bonus action: The *Beggar* can allocate 1 result to an adjacent enemy area, which cannot defend against this effect.

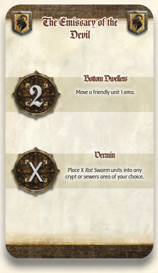
Beggar



The Priest's Heal action can be performed in an adjacent area.

Priest

Unholy player


The Emissary of the Devil

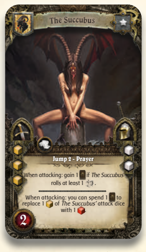
2 Bottom Dwellers

Move a friendly unit 1 area.

X Vermin

Place X *Rat Swarm* units into any crypt or sewers area of your choice.

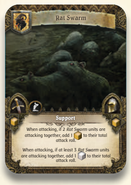
Intrigue



When attacking: gain 1 if *The Succubus* rolls at least 1 .

When attacking: you can spend 1 to replace 1 of *The Succubus'* attack dice with 1 .

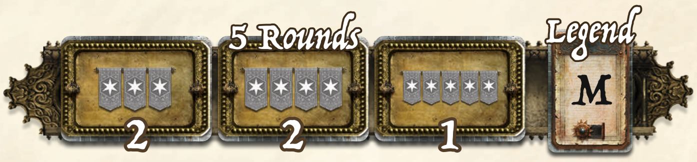
The Succubus



When attacking, if 2 *Rat Swarm* units are attacking together, add 1 to their total attack roll.

When attacking, if at least 3 *Rat Swarm* units are attacking together, add 1 to their total attack roll.

6 Rat swarms



Setup

The Holy player takes all 8 Garment tokens, shuffles them face down and places 1 in each area containing a building (other than the church), or sewers.

Blank (x2)

Jewelry (x1)

Balm (x2)

Noble clothes (x3)

Victory Conditions

The Unholy player wins the game if they gain at least 6 Victory Points before the end of the 5th round while *The Succubus* is still on the game board (see Corruption special rule).

The Holy player wins the game if they fulfill at least one of these conditions at any time during the game:

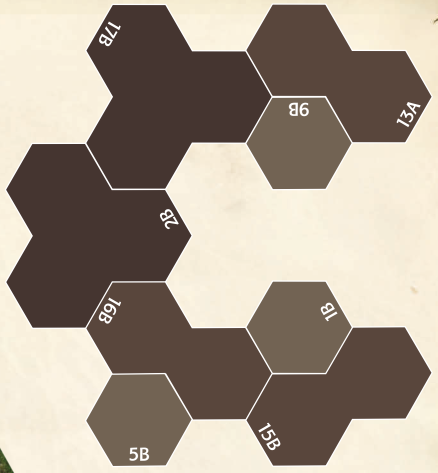
- *The Succubus* is destroyed.
- *The Succubus* is trapped in the crypts or the sewers.

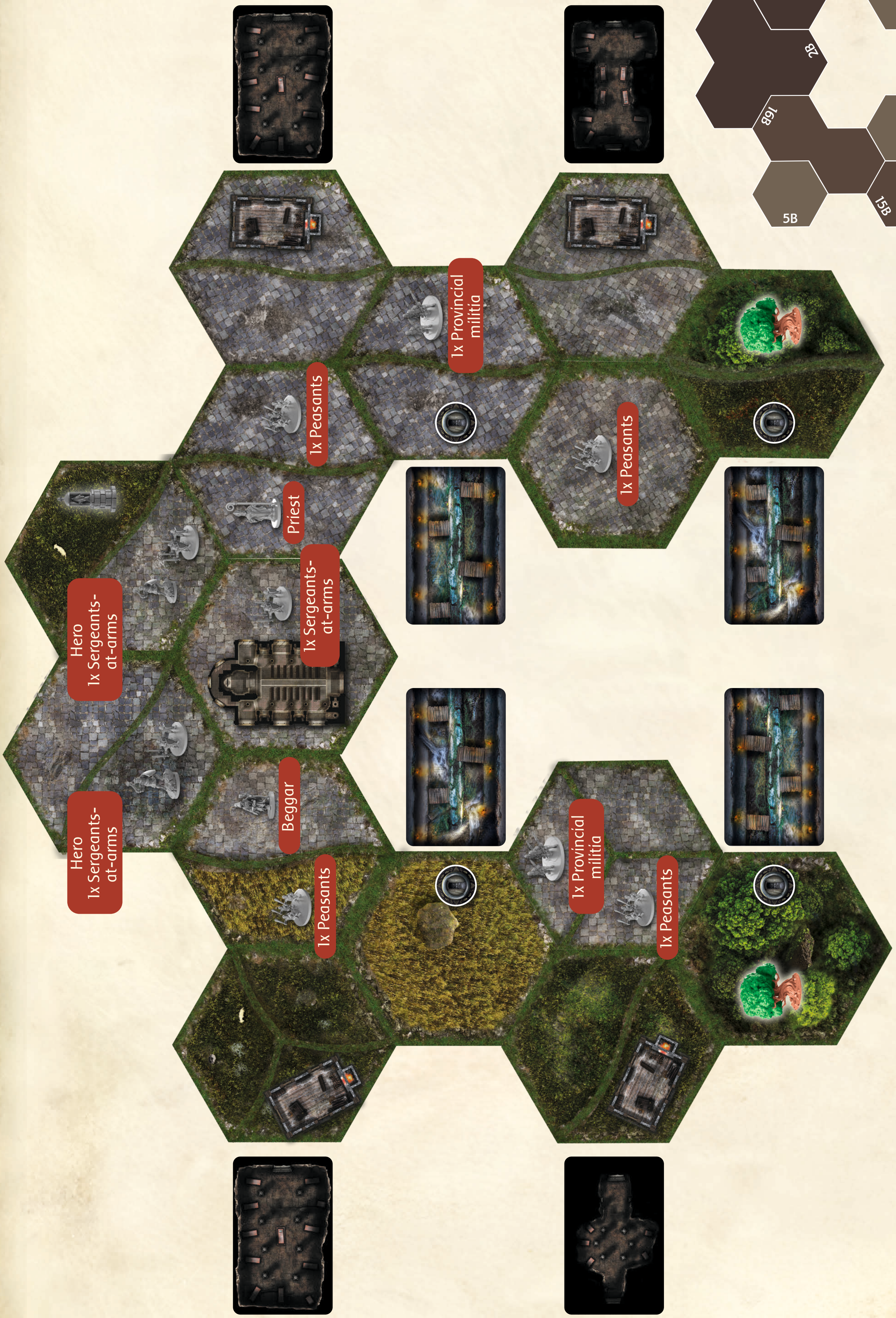
If the Unholy player has less than 6 Victory Points by the end of the 5th round, the Holy player wins the game.

Deployment

At the beginning of the game, the Unholy player deploys all their units in different crypt and sewers areas (up to one unit per area).

Scenario tiles: 1, 2, 5, 9, 13, 15, 16, 17, 4 Crypt areas, 4 Sewer areas


17B
9B
13A
2B
16B
1B
5B
15B


1x Provincial militia
1x Peasants
1x Peasants
Priest
1x Sergeants-at-arms
Hero
1x Sergeants-at-arms
Beggar
Hero
1x Sergeants-at-arms
1x Peasants
1x Provincial militia
1x Peasants

Special actions

In this scenario, any Disrupted unit is immediately destroyed.

PICKING UP A GARMENT
When *The Succubus* ends her movement or is activated in an area containing a Garment token, the token is picked up by the Unholy player: remove it from the board. An empty token is immediately discarded.
These tokens are used to Corrupt units from the Holy side.

CORRUPTION
The Succubus can Corrupt a unit from the Holy side located up to 2 areas away from her if she is not located in a sewers or crypt area.
In order to do so, *The Succubus* can, at the beginning of her activation, discard 1 and only 1 Garment token to attempt to corrupt an enemy unit within range before performing her action.
A corruption attempt automatically succeeds if the discarded Garment token corresponds to the targeted unit:

- The Jewelry Garment corrupts Nobles (*Hero*).
- The Balm Garment corrupts Soldiers (*Provincial militia* and *Sergeants-at-arms*).
- The Noble Clothes Garment corrupts *Peasants*.

The Succubus can also discard a Garment token that doesn't correspond to its target. In this case, roll a ⬢: on a Shield result, the corruption attempt is successful. On any other result, the Holy player gains 1 ●. Nothing else happens.

When a unit is corrupted, remove it from the game. The Unholy side gains 1 ● and the number of Victory Points based on the corrupted unit:

- 1 Victory Point for each corrupted *Peasants* unit.
- 2 Victory Points for each corrupted *Provincial militia* or *Sergeants-at-arms* unit.
- 3 Victory Points for each corrupted *Hero*.

DESTROYING THE SUCCUBUS
Only the *Glorious angel* can destroy *The Succubus* in this scenario. If any other unit attacks *The Succubus*, the Holy player gains 1 ● if *The Succubus* suffers at least 1 ☠ or ☻ result. She is then placed in any crypt or sewers area by the Holy player.

CRYPT AND SEWERS AREAS
Only *Rat swarms*, the *Beggar*, *The Succubus* and the *Glorious angel* can move into crypt or sewers areas.
All areas containing buildings are considered adjacent to the nearby crypt tile.
In the same manner, all tiles containing a Sewer Entry token are considered adjacent to the nearby Sewers area.

Units can move from any sewers or crypt tile to any other sewers or crypt tile (while respecting capacity limits). All these areas are considered adjacent to one another.

CLOSING DOWN A CRYPT OR A SEWER ENTRY
Any unit located in an area containing a Sewer Entry token can, at the cost of an action, close down the access to the sewers (remove the Sewer Entry token from the board). Units cannot move into a sewers area from the nearby area if said area does not contain a Sewer Entry token.

Any unit located in an area containing a building can, at the cost of an action, close down the adjacent crypt (place 1 Lock token in the unit's area). Units cannot move into a crypt area from the nearby area if said area contains a Lock token.
A crypt or sewers area containing *The Succubus* cannot be Closed Down.

If a crypt or sewers area contains one or more *Rat Swarm* units when locked down, the Unholy player moves all of these units into other available crypt or sewers areas.

FAITHFUL PRIEST
When the *Priest* performs a Prayer action, destroy one adjacent *Rat Swarm* unit. You cannot perform a Discussion action with the *Priest* in this scenario.

WANDERING BEGGAR
When a Character from the Holy side performs a Discussion action with the *Beggar*, draw one of the special Beggar Discussion cards. Read the question written on its front, then ask your opponent to read the reply written on its back before applying its effects. Following this Discussion, do not remove the *Beggar* from the game: the Unholy player places him in an area of their choice containing a Sewer Entry token.

The Holy player doesn't gain any ● from initiating a Discussion with the *Beggar*.

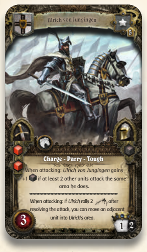
The Battle of Tannenberg

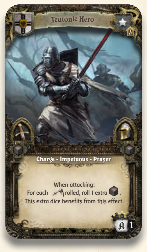
July 15th, 1410

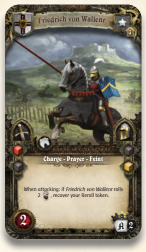
The battle takes a turn for the worst for the Teutonic forces. Their positions have been broken and their defensive lines are being breached all around the battlefield… This day may very well be the last of the Great Teutonic knights' reign over the pagan lands.

Even if they may be defeated today, the heavily armoured crusaders don't intend to go down without a fight. With the last of their strength, they will uphold the Teutonic code of honour, and keep their Holy symbols standing until the end. The Lithuanian forces, however, fully intend to push the invaders from their lands once and for all.

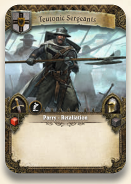
Teutonic player

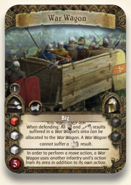

Ulrich von Jungingen

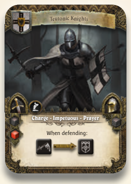

Teutonic hero

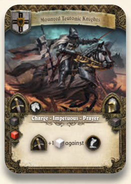

Friedrich von Wallenrode

1

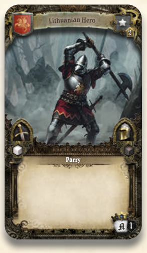

4 Teutonic sergeants

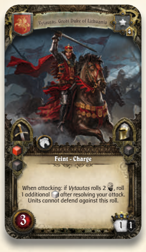

2 War wagon

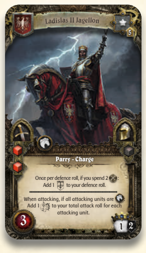

4 Teutonic knights


4 Mounted Teutonic knights

Lithuanian player

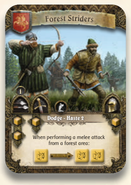

Lithuanian hero

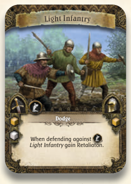

Vytautas

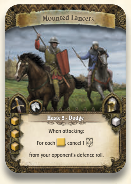

Ladislas II Jagellon

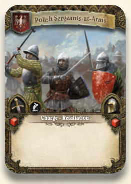
Polish player

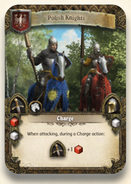
1

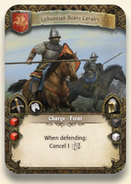

3 Forest striders

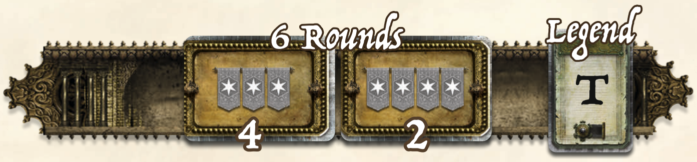

2 Light infantry


3 Mounted lancers


5 Polish sergeants-at-arms


2 Polish knights


2 Lithuanian heavy cavalry



Victory conditions

The side with the most Victory Points by the end of the 6th round wins the game.

LITHUANIAN SIDE
For each Teutonic Flag located in an allied area at the end of a round: 1 Victory Point

- *Teutonic hero* or *Friedrich* is destroyed: 2 Victory Points
- *Ulrich* is destroyed: 4 Victory Points

TEUTONIC SIDE

- For each destroyed enemy Character: 1 Victory Point
- For each destroyed Lithuanian/Polish Rally point: 2 Victory Points
- For each Teutonic Flag located in a free or allied area at the end of a round: 1 Victory Point

If all the Characters from the Teutonic side are destroyed at any point during the game, the Lithuanian side immediately wins the game.

Rewards

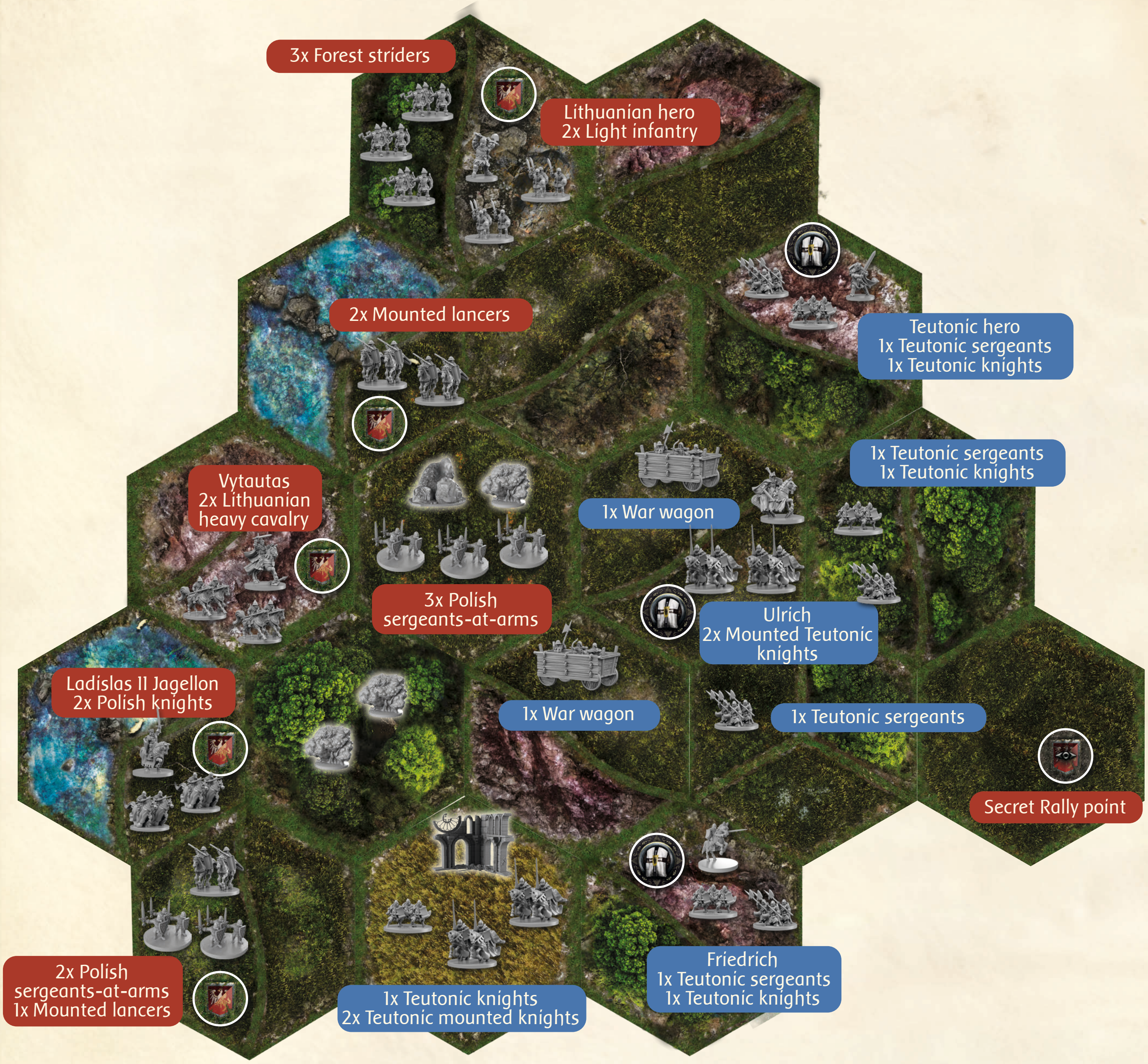
- 1 ⊗ for each destroyed enemy infantry troop.
- 2 ⊗ for each destroyed enemy cavalry troop.
- 3 ⊗ for each destroyed enemy Character.

Special rules

A KNIGHT'S HONOR
When a unit from the Teutonic side moves into an area containing a Lithuanian/Polish Rally point, said Rally point is destroyed. The Lithuanian/Polish Secret Rally point cannot be destroyed.

BACKS TO THE WALL
In this scenario, units cannot be rallied. All units placed in the infirmary are immediately destroyed.

Scenario tiles: 1, 3, 5, 6, 7, 9, 10, 11, 12, 13, 14, 15, T2, T3


3x Forest striders
Lithuanian hero
2x Light infantry
2x Mounted lancers
Teutonic hero
1x Teutonic sergeants
1x Teutonic knights
1x Teutonic sergeants
1x Teutonic knights
Vytautas
2x Lithuanian heavy cavalry
1x War wagon
3x Polish sergeants-at-arms
Ulrich
2x Mounted Teutonic knights
Ladislas II Jagellon
2x Polish knights
1x War wagon
1x Teutonic sergeants
Secret Rally point
2x Polish sergeants-at-arms
1x Mounted lancers
1x Teutonic knights
2x Teutonic mounted knights
Friedrich
1x Teutonic sergeants
1x Teutonic knights

THEY ARE LEGION

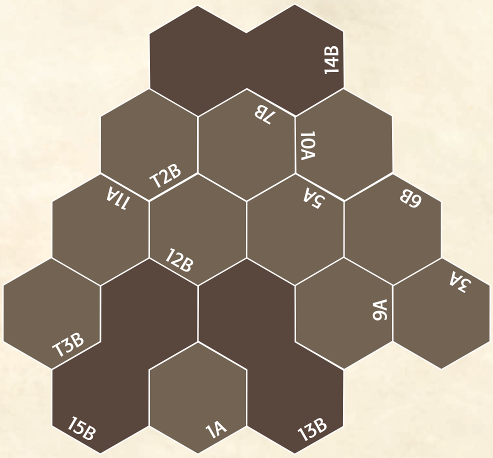
At the end of each round, instead of resolving the infirmary phase, the Lithuanian side rolls a red dice and can deploy, on one of their regular Rally points, the group of units corresponding to the result they rolled. If there aren't enough units available to deploy the entire group, cancel their deployment. The Lithuanian side can choose to spend 2 ⚔ to deploy the reinforcements in their secret Rally point's area instead of any of their other Rally points.

2 Polish sergeants-at-arms

1 Forest striders
1 Light infantry

1 Polish knights
1 Polish sergeants-at-arms

1 Lituanian Heavy Cavalry
1 Polish sergeants-at-arms

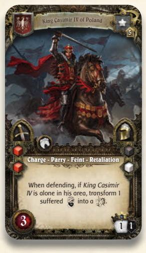

14B
7B
10A
T2B
11A
5A
6B
12B
T3B
9A
3A
15B
1A
13B

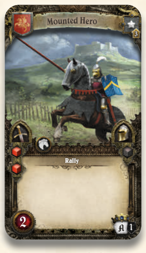
The Battle of Konitz

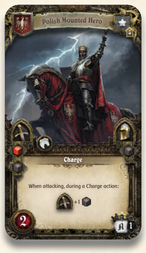
September 18th, 1454

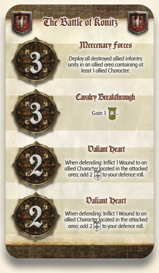
The Polish army has had enough of their Teutonic invaders. King Casimir IV organizes a great counter offensive, gathering nearly 20,000 men. Approaching Konitz, they are met with a wall of 15,000 Teutonic men, standing behind their war wagons. While the battle takes a bad turn for the Polish forces, King Casimir puts his heart and soul into the fight, risking his own life to save his men.

Polish player


King Casimir IV


Mounted hero


Polish mounted hero



The Battle of Konitz

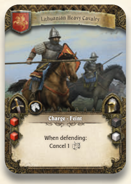
3 — **Mercenary Forces**
Deploy all destroyed allied infantry units in an allied area containing at least 1 allied Character.

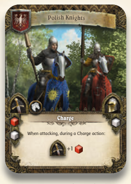
3 — **Cavalry Breakthrough**
Gain 1 ▨.

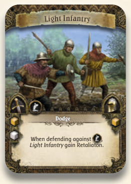
2 — **Valiant Heart**
When defending: Inflict 1 Wound to an allied Character located in the attacked area; add 2 ⛨ to your defence roll.

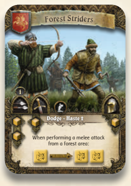
2 — **Valiant Heart**
When defending: Inflict 1 Wound to an allied Character located in the attacked area; add 2 ⛨ to your defence roll.

Intrigue

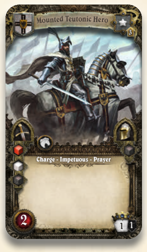

4 Lithuanian heavy cavalry

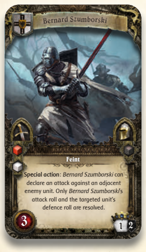

4 Polish knights

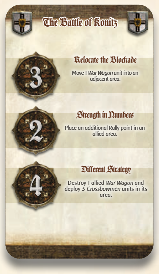

2 Light infantry


2 Forest striders

Teutonic player


Mounted teutonic hero


Bernard Szumborski



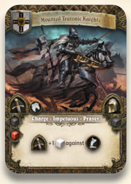
The Battle of Konitz

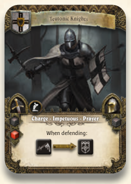
3 — **Relocate the Blockade**
Move 1 *War Wagon* unit into an adjacent area.

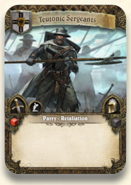
2 — **Strength in Numbers**
Place an additional Rally point in an allied area.

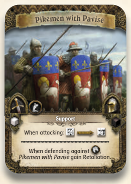
4 — **Different Strategy**
Destroy 1 allied *War Wagon* and deploy 3 *Crossbowmen* units in its area.

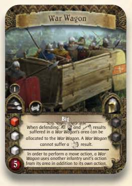
Intrigue

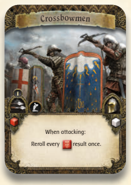

4 Mounted teutonic knights

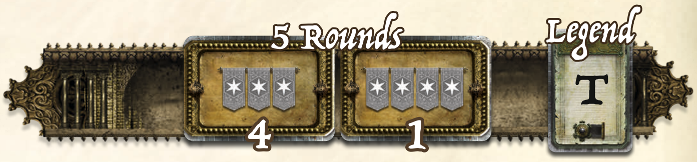

4 Teutonic knights


1 Teutonic sergeants


6 Pikemen with pavise


2 War wagon


3 Crossbowmen (See Intrigue)



Rewards

- 1 ⊗ for each destroyed enemy infantry unit.
- 2 ⊗ for each destroyed enemy cavalry unit.
- 3 ⊗ for each destroyed enemy Character or *War wagon* unit.

Victory conditions

FOR THE THRONE!

The Polish side wins the game if *King Casimir IV* reaches the objective area and performs an exit action (see Special Rule) before the end of the 5th round.

If the Polish side doesn't win the game by the end of the 5th round, or if *King Casimir IV* is destroyed, the Teutonic side wins the game.

Special Rules

THE KING'S RETREAT

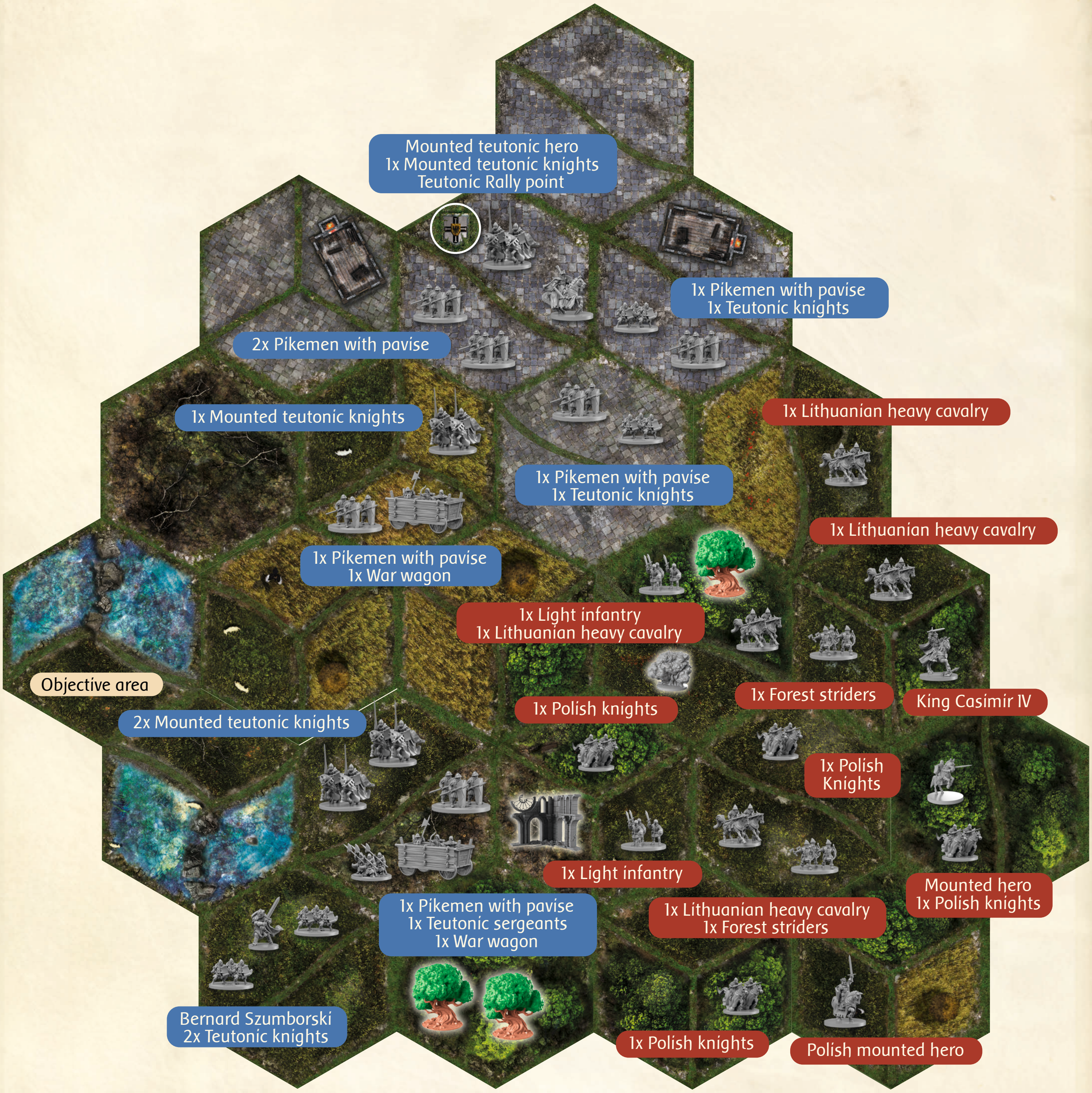
In this scenario, the Polish army attempts to retreat through the river, suffering a pincer attack from the Teutonic forces. The Polish generals escort *King Casimir IV* to safety.

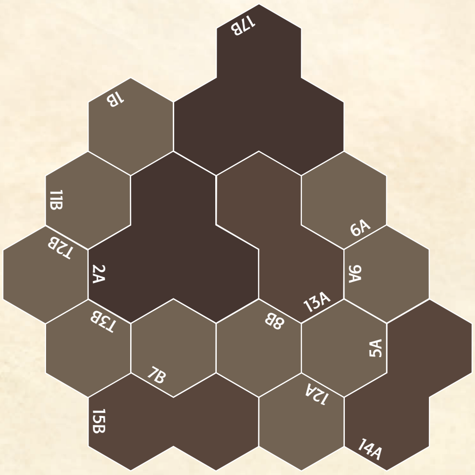
If *King Casimir IV* is activated while located in the objective area (see Setup map), he can perform an exit action: *King Casimir IV* is removed from the board, and the Polish side immediately wins the game.

INTRIGUE

In this scenario, Intrigue can be triggered using both ⊗ and ●.

Scenario tiles: 1, 2, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 17, T2, T3


Mounted teutonic hero
1x Mounted teutonic knights
Teutonic Rally point
1x Pikemen with pavise
1x Teutonic knights
2x Pikemen with pavise
1x Mounted teutonic knights
1x Lithuanian heavy cavalry
1x Pikemen with pavise
1x Teutonic knights
1x Lithuanian heavy cavalry
1x Pikemen with pavise
1x War wagon
1x Light infantry
1x Lithuanian heavy cavalry
Objective area
1x Polish knights
1x Forest striders
King Casimir IV
2x Mounted teutonic knights
1x Polish
Knights
1x Light infantry
Mounted hero
1x Polish knights
1x Pikemen with pavise
1x Teutonic sergeants
1x War wagon
1x Lithuanian heavy cavalry
1x Forest striders
Bernard Szumborski
2x Teutonic knights
1x Polish knights
Polish mounted hero


17B
1B
11B
12B
2A
6A
9A
13A
13B
8B
5A
7B
12A
15B
14A